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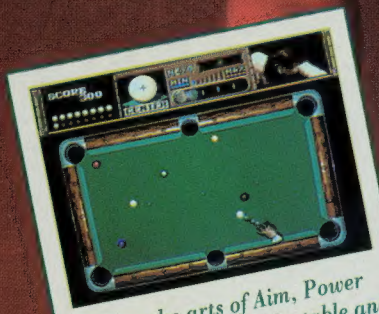

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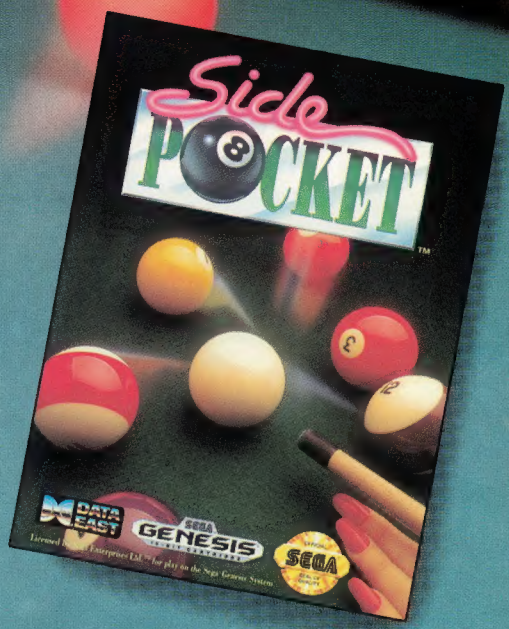

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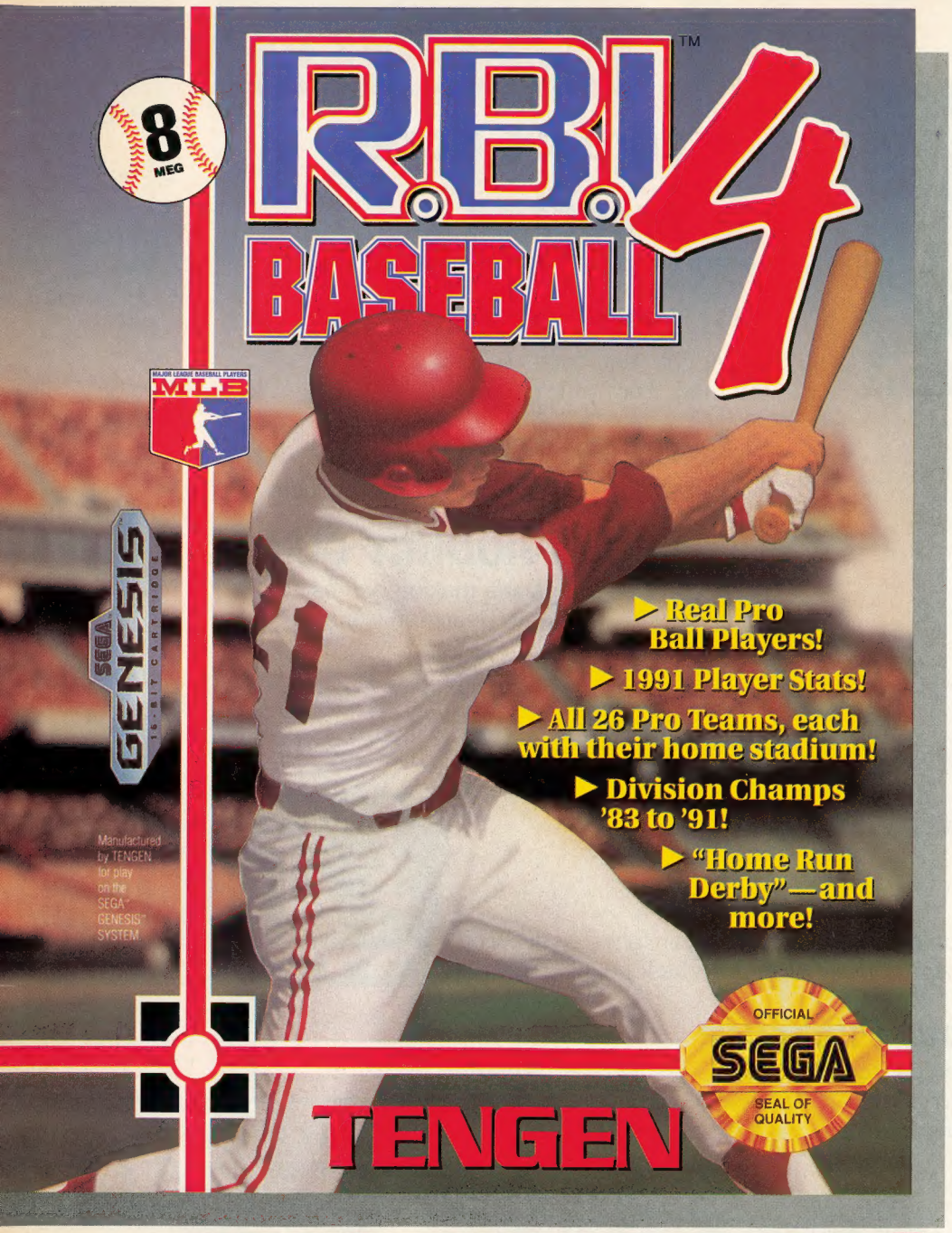
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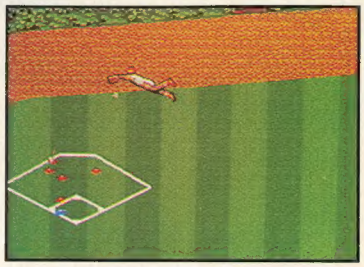

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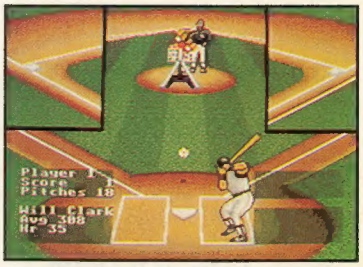
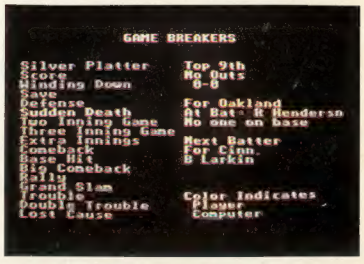


Go for the fence against a pitching machine with your favorite hitter in "HOME RUN DERBY."



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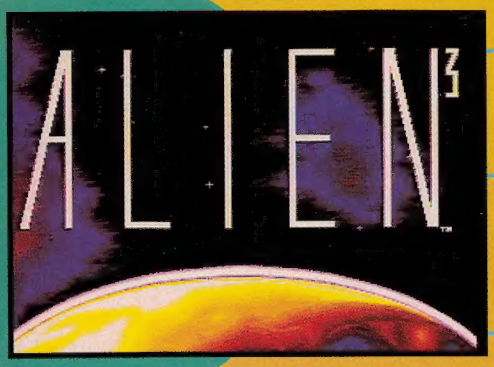

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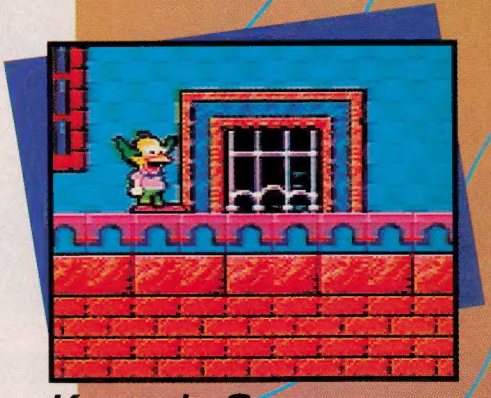

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Batman comes to both Game Gear and Genesis in *Batman Returns*. Can he save Gotham City again? Find out in our double preview!

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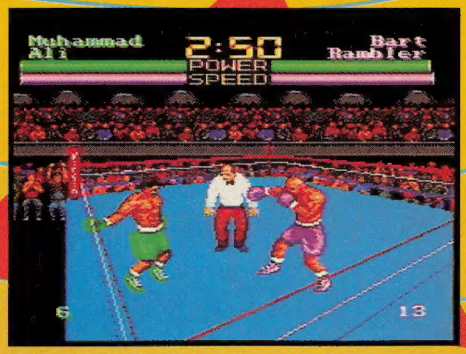
A Game Gear version of Virgin's hot Genesis game! As Kyle Reese, you must save Sarah Conner — and the human race — from the meanest machine ever to come back from the future.



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It's half basketball, half all-star wrestling! Flying Edge brings the coin-op classic to Genesis.

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Finally, The Greatest in his own Genesis game! Take on the contenders and become the undisputed heavyweight champ of the world.

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GAME PLAYERS
Sega Guide!
GENESIS • GAME GEAR • SEGA CD

August/September 1992

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MPA

EDITOR'S NOTES

Don't be fooled by imitations — you're holding the best-selling independent Sega magazine in the country! No matter what a competitor may run as a subtitle, only we can honestly be called the number one all-Sega magazine! And we're on top because of you.

Every week we receive hundreds of letters from new readers, telling us why they prefer *Game Players Sega Guide!* and what they'd like to see in future issues. We value your suggestions. We listen when you say you want detailed reviews, in-depth features, and honesty. And we listen when you say you *don't* want a screen-shot and a paragraph on every Mega Drive game in Japan!

When you read a review or feature in this magazine, you *know* our editors played that game. In every case, we spend as many hours as it takes with a game to give you a fair and realistic picture of that product. And if a game reviewer doesn't like a particular genre (such as RPGs), we assign it to someone who does! After all, would you ask a friend who hates football which is the best Sega football game?!?

You'll notice a change in our masthead this issue — again, this change reflects your opinions. Now we're *Sega Guide!* — more than just a Sega Genesis guide. With expanded coverage of Game Gear and Sega CD, we'll continue to bring you the kind of reporting you expect from Game Players, across the entire Sega product line. So keep watching us, and keep writing! Remember — we wouldn't be the leader without you!

Matthew A. Firme
Editor

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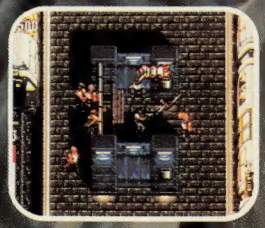
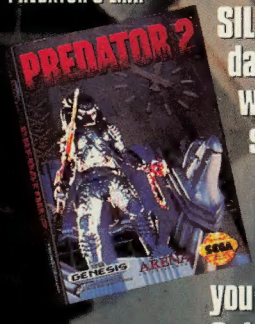


WATCH YOUR BACK, THE PREDATOR'S IN THE SUBWAY!



SILENT. INVISIBLE. INVINCIBLE...The Predator is in town with a few days to kill!!!! It comes from a distant world... Invisible, it's armed with powerful weapons unlike anything we know. It mercilessly stalks humans...for sport.

As Lt. Harrigan, it's up to you to rescue innocent people from the clutches of the evil drug gangs—before they become trophies of the Predator. Search the streets, rooftops and subways until you confront it.

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BACK Feed

X-Men for Genesis?

Will there ever be a Genesis version of the arcade game *X-Men*? If so, how many people will be able to play at once?

Joel Woodard
North Carolina

Yes, those Uncanny X-Men are on the way! Sega is currently developing an eight-level extravaganza for the Genesis. The cart will feature Wolverine, Cyclops, Gambit, and Colossus. Unfortunately, only one player will be able to get in on the action. Expect the cart around Christmas.

Maybe, No, Yes, and Sure!

I have just a few questions. First, is there any hope that *Street Fighter II* will come to Genesis? Second, will the Genesis version of *Superman* be like the arcade game? Third, how do you beat Kingpin in *Spider-Man* for Genesis? And finally, I've just subscribed and missed the issue with the Sonic code in it. Could you please reprint it?

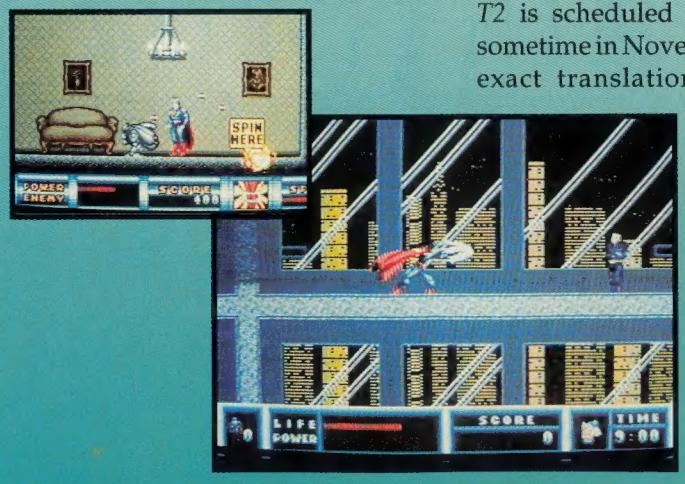
Jim McKee
Iowa

I was wondering if it would be possible to reprint the Sonic Stage Select Code. I've lost the issue, and could really use the code.

Jeremy Harvey
Missouri

We've got the answers! First, there's still no word on *Street Fighter II*. It would sure make sense for someone to produce a Genesis version — whoever does will have a best-seller on their hands! We'll keep you informed should Capcom decide to sign with Sega, or license the game to a third-party for Genesis conversion. About *Superman*, no. Sunsoft's version is a brand-new game, and

won't be arcade-based (see pics below). Third, Kingpin is very tough, with only one weak spot — believe it or not, you must hit him on the bridge of the nose. Last but certainly not least, check out this month's section of Code Breakers. By popular demand, we're reprinting the Sonic stage select and Debug codes.



A Four Player Adapter?

Does Sega have any plans for a four-player adapter?

Michael Nicolaisen
Virginia

Sorry — as of yet, Sega has no plans for a four-player adapter. It sure would be a popular item, though, judging from the hundreds of letters we've received asking the same question! But there are a few Genesis titles that allow more than two players, like *Olympic Gold: Barcelona '92* and *California Games*. Players simply alternate turns at the control pad.

T2 for Genesis

I read in your magazine that Flying Edge is coming out with *Terminator* 2. When will it be available?

Jason Tsang
Washington

T2 is scheduled to hit the stores sometime in November. It will be an exact translation of the arcade blockbuster, and will use Sega's new Menacer light gun.

Don't Laugh-He's Probably Related to You!

Long before there was a Bedrock, there was a Chuck Rock.

But Chuck Rock hasn't been the same since his long-time rival in love, the evil Gary Gritter kidnapped his wife, the luscious Ophelia.

Kick, throw rocks and belly-butt your way through a variety of comical zones featuring over 500 exciting screens of gameplay as you help Chuck in his quest to rescue Ophelia from the evil Gary Gritter.

In addition to using good old-fashioned brute force on a host of stone-age critters, you'll have to use a little CroMagnon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an Ice Age, a hazardous water world and even a dinosaur graveyard.

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BACK Feed

One Bad Apple?

Jordan vs. Bird is a great game, except for one major flaw. I keep getting a screen that reads "address error." It only happens during a one-on-one game, so what's the problem? Is my cart bad? One other comment — how about a boxing cart featuring the great Ali?

Stephen Gordon
New Jersey

The "address error" you refer to is a bug, and you're not the only one who's having trouble with it! But Electronic Arts has fixed the problem and is ready with a new version of the game. To receive the replacement cart, send your old game, along with a note requesting Version 1.1, to:

Electronic Ats
Customer Warranty
P.O. Box 7578
San Mateo, CA 94403

As to your other question, Virgin has just finished *Muhammad Ali's Boxing*. The review's in this issue!.

Game Gear

In *Mickey Mouse's Castle of Illusion* for Game Gear, I've found something strange. Behind the third door, near a row of pancakes next to two lollipops, you jump all the way to the left. Then push left, and you'll get stuck! Is there something special here? A secret passage, maybe?

Chris Carro
New York

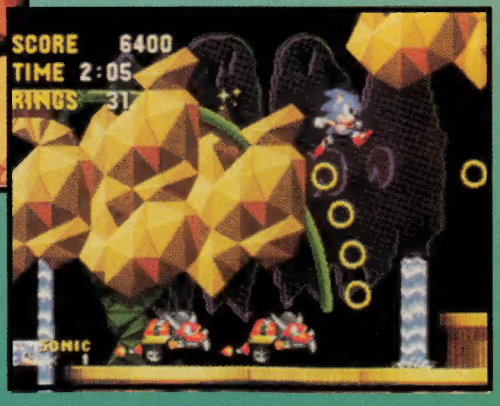
You've stumbled across a "bug" in the program. There's no secret passage, so just don't jump there!

Sonic 2

I've heard that there will be a *Sonic the Hedgehog* 2. When will it be released?

Robert Dypwick
California

Sonic 2 was officially announced at this year's Summer CES. He'll hit store shelves sometime before Christmas. In the meantime, feast your eyes on these sneak peeks!



Foreign Policy

I'm interested in buying a Genesis system for my brother, who lives in Greece. Will the system work with a current of 220 volts, which is the standard in Greece?

Spiros P. Lazarou, M.D.
Connecticut

Even if you find a power converter, the American Genesis system, in some cases, will not run European games. But there is a European version of the machine, called the Megadrive.

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

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CYBER·COP

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Code BREAKERS

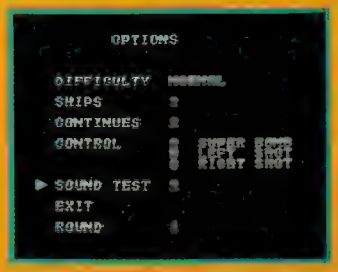
SYD OF VALIS

Swim-Suit of Invincibility — At the title screen press Up, Down, Left, Right, A, B, Up, Down. You'll hear a chime if you've done this correctly.

Now Valis is invincible! To clear the invincibility, press Start and C.

SONIC THE HEDGEHOG

BACK BY POPULAR DEMAND!!! Stage Select — At the title screen (where Sonic is waving his finger) press Up, Down, Left, Right on the directional pad. If you've done this correctly, you will hear a chime. Then press and hold the A button while pressing Start. This will take you to the stage select screen.



Debug Mode — At the title screen (where Sonic is waving his finger), press Up, C, Down, C, Left, C, and Right, C. If you've done this correctly, a chime will sound. Now press and hold the A and C buttons as you press Start. Continue to hold

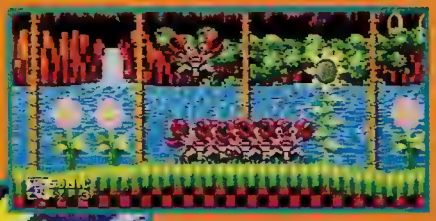
A and C until the game begins. Use the A button to change Sonic into different items, and the C button to place those items on the screen. The B button will change you back into Sonic!

TASK FORCE HARRIER EX

Secret Options — Press and hold the A button as you turn the machine on. When the title screen appears, release the A button. Now press Up, Down, Left, Right, A, B, A, C, B. Select Config to enter the options screen. Two new options should be available. Choose MUTEKI for invincibility. The WINDOW option lets you change the size of the screen. During game play, press Start and then A to skip to the next level.

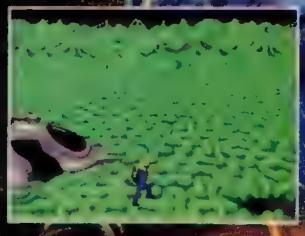
STEEL EMPIRE

Round Select and Level Skip — Go to the Options screen and begin the sound test. Play Sound 1 twice, Sound 9 once, and Sound 2 once. After you've done this, a round select will appear below the options. To skip levels, begin the game and press C on controller 2. You can even skip past bosses!



Todd's Adventure in SLIME WORLD

GET READY FOR THE SLIME OF YOUR LIFE



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Somewhere in the deepest space of the Gamma Mu Eta system lies a planet no one knows to be live or dead. The surface appears to be moving, but not like oceans, according to displacement readings and photos from a probe nearby. What mysteries are held by this big green glob in the middle of space?

This question and others have been left in the somewhat capable hands of space jockeys Todd and Rooney. The administration supplies them with everything they need to plot and document Slime Planet. Our heroes hop onto their own Slime World Express, headed for danger, excitement and maybe even death.

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Code BREAKERS

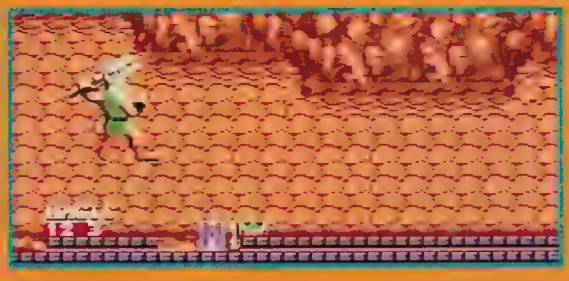
GOLDEN AXE II

Extra Credits and Magic — At the title screen move the cursor to Options. Press and hold A, B and C, and then hit Start to enter the Options screen. Release A, but continue to press the B and C buttons. Next, move the cursor to Exit, and press Start. Now release the A and B buttons and choose your game mode.

You now have 8 credits instead of 3!

To get plenty of extra magic, begin a normal game. When you reach the first boss, press and hold the Magic button. Don't use any magic, though, and don't let it up until you've defeated the boss!

Once the boss is defeated, release the Magic button as the screen spins to black. You'll enter the campfire scene — your magic books will be stolen, but don't move or attack the little wizards!



As the next stage begins, you'll unleash a powerful magic spell, and then you'll have a ton of extra magic books!

SPLATTERHOUSE 2

Level Passwords!
Level 2: EDK NAI ZOL LDL
Level 3: IDO GEM IAL LDL
Level 4: ADE XOE ZOL OME
Level 5: EFH VEI RAG ORD
Level 6: ADE NAI WRA LKA
Level 7: EFH XOE IAL LDL
Level 8: EDK VEI IAL LDL

GAME GENIE CODES

Sonic the Hedgehog
DDLT-AAGL — Makes Sonic jump higher!
KDLT-AAGL — Makes Sonic's jumps smaller.

Olympic Gold: Barcelona '92
JBJA-AEBN — Players are more powerful.
BKSA-AAL3 — Player never tires in swimming events.

Pit-Fighter
AVZA-2A2R — Infinite lives.
B9NT-3A6J, JDNT-2ONL, PDNT-22EN — Both players fight for the Championship at the same time.

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

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MEGA BYTES

Video Gaming Blitz on the Way

During the next few weeks, video game system manufacturers and game publishers will be putting into place the finishing touches for their fall and holiday season sales blitz. Millions of dollars in marketing money will be funneled into television and magazine ads, radio spots, newspaper ads, and retail outlets.

Just as the presidential candidates increase their spending as election day approaches, Sega, Nintendo, Atari, Turbo Technologies, and dozens of game publishers will be trying to win your vote for their particular systems and games by advertising their products.

Look for the first wave of ads to hit the media starting around Labor Day. Sega of America has a $50 million annual ad budget with which to push the Genesis, the Game Gear, and the new Sega CD. Nintendo of America has about the same amount just for the rest of this year. And the other game system companies will be battling right alongside, although with smaller war chests.

Menacer Moves to October Release

Latest word from Sega is that The Menacer light gun should be available for Genesis players sometime in October. As we stated in our last issue, the new target controller can be used in several different configurations — from pistol to shoulder-mounted rifle. We showed you the shoulder-mounted master unit with binocular module in the last issue. Here are two more configurations: the hand-held module and the module with shoulder stabilizer mount (no binoculars).

The Menacer will have one cartridge containing six games:

Rockman's Zone is a law-enforcement shooting range in which you have to hit the bad guys and not kill innocent people who pop up. One catch — the bad guys shoot back!

In *Front Line*, tanks, airplanes, and helicopters attack a city while you defend from a first-person perspective.

Space Station Defender is an outer space shooter in which you have to eliminate wave after wave of alien invaders.

Pest Control gives you the chance to blow away an army of bugs that is eating everything in its path.

In *Ready, Aim, Tomatoes*, you lob tomatoes at chickens in a *Toejam & Earl* world.

Whackball is a precision-sighting game in which you gain or lose points depending on how well you can pitch a bouncing ball into selected point blocks.

Sega Starts Youth Charity Programs

Sega of America and its parent company, Sega Enterprises, Ltd., have announced a Sega Youth Education and Health Foundation Charitable Trust to help promote youth education and health across North America. The new trust starts with $3 million of Sega money, and will be maintained through a percentage of revenues from Sega software cartridge sales.

The first grant by the Sega Trust was $250,000 to The George Lucas Educational Foundation, an organization that works to integrate emerging interactive multimedia technologies with teaching and learning. Sega plans to appoint from four to six experts in

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youth education and health to serve on its advisory board.

New Game Gear Carts

Three of the newest Game Gear carts hitting store shelves are action titles. Master the belly butt and the rock toss in *Chuck Rock*, a Sega of America Game Gear version of Virgin's popular Genesis game, in which you guide Chuck Rock the caveman across a prehistoric landscape. *Out Run Europa* from U.S. Gold is a sequel to the classic *Out Run* arcade racing game. Five different levels of racing action occur with motorcycles, jetskis, and speedboats in five different European countries. Flying Edge is soon to release *Smash TV*, the new Game Gear version of the popular arcade and Genesis action games.

Sega's *Chuck Rock*

Flying Edge's *Smash TV*

U.S. Gold's *Out Run Europa*

"Nick Arcade's" new season begins September 1 on the Nickelodeon cable channel.

More Nick Arcade!

The new season of the popular "Nick Arcade" video game show is premiering September 1 on the **Nickelodeon** cable television channel. The new season not only features 42 new shows, but signals "Nick Arcade's" move to five nights a week. Each show includes a variety of games, with teams competing against one another for prizes. It also features special technology that lets players actually enter the video-game screens.

Going for The Gold

One of the biggest Barcelona Summer Olympics winners wasn't in Spain at all. Sega licensee U.S. Gold was awarded the rights to have the Official Video Game of the Summer Olympics — *Olympic Gold: Barcelona '92* — for both the Genesis and Game Gear. Well before the Summer games began, U.S. Gold had reportedly received more than a half-million orders, and were expecting far more. But the games do more than just take advantage of a lucrative license, as you can tell from our rating of the Genesis version last month (8 — Excellent) and this issue's rating of the Game Gear version (9 — Outstanding).

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For editorial questions: Due to the volume of calls we receive, we are unable to take editorial or game-counseling questions by phone. However, we love to receive your letters of comments, questions, and suggestions. When possible, we will try to respond in the magazine. Write to *Game Players*, Editorial Department, 300-A South Westgate Drive, Greensboro, NC 27407.

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Zap Pax Video Cards

More than 100 video-game collectible cards are available from CARDZ Distribution. The Zap Pax cards feature a drawing of a video game character on one side and information about the character and the game on the flip side. Holograms are hidden on some of the first packs to be shipped to stores.

Zap Pax video game cards

CD on the way!

The new Sega CD peripheral for the Sega Genesis will be on store shelves this November for $299, but it won't be the only CD game system out there. Turbo Technologies, Inc. (TTI), will be releasing the first of its TurboDuo CD-and-cartridge game systems this fall, starting with a Los Angeles-area introduction October 10. The TTI player is also expected to be priced at $299 and features a credit-card-style cartridge system identical to the TurboGrafx-16 game system as well as a compact disc game system — all on one console. Look for a head-to-head comparison in the next issue.

GP

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SURVIVAL on FIORINA 161

After barely escaping the Alien-infested colony LV-426, Ripley, Newt, Hicks, and the android Bishop began the long the journey home aboard the *Sulaco*. But on the way, while the three humans slumbered in suspended animation, something went wrong. The *Sulaco* developed a malfunction, and jettisoned the cyrotubes in an emergency vehicle called an EEV. The EEV crash-landed on Fiorina 161, a forgotten penal colony in the dead of space. Only Ripley survived...or so she thought.

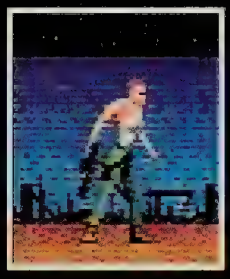
They're back, and this time hiding in the most terrifying place of all.

She soon learned that she wasn't the only one to make it off LV-426. An Alien had stowed away aboard the EEV, and survived the crash. It began to infest the colony, using convicts to breed more Aliens. Soon, the planet was thick with the hideous creatures.

Salvaging weapons from the EEV, Ripley starts out to save the prisoners, and clean up Fiorina 161 — or die trying.

— *Vince Matthews*

THE ENEMY: A genetically perfect killer. A cross between a jaguar and a freight train, and twice as deadly.



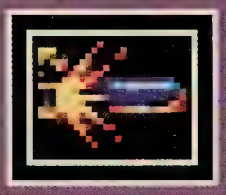
THE HERO: Ellen Ripley. She has sworn this is the last time.

RIPLEY'S ARSENAL

These are the only weapons Ripley could salvage from the EEV. Each weapon holds a limited amount of ammunition, and the Motion Trackers have a very limited battery life. Use them all sparingly and intelligently — wasting equipment or ammunition will only lead you to an early grave.

THE PULSE RIFLE: The marines used these very effectively against the Aliens that infested the colony on LV-426. Each gun holds 99 rounds. Its always a rush to unload a good ten rounds in a bug's skull.

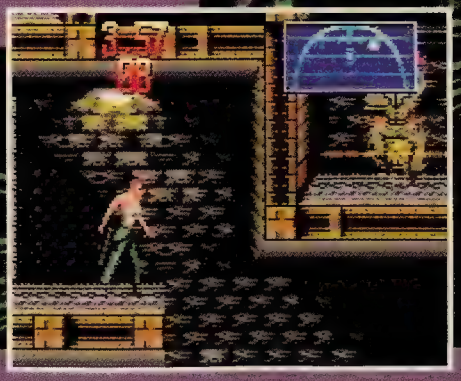
THE FLAME THROWER: Remember — they hate fire. This is one of your best weapons. Use it to heat up cramped quarters, and cook anything in your way. Face-huggers and pods always bake up to a nice charcoal-black.



THE M-80 GRENADE LAUNCHER: This is actually an upgraded version of the outdated M-16 assault rifle. It's a bit awkward to handle, yet gives you incredibly accurate, contained blasts within a range of 50 meters. This is your most powerful weapon.

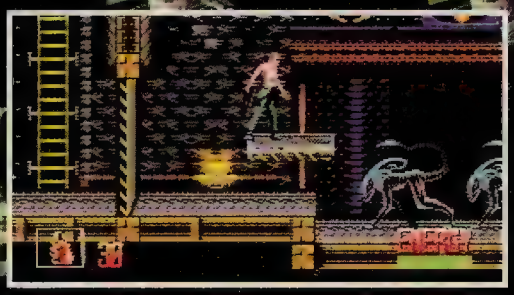
HAND GRENADES: Useful in both the ventilation tunnels and on moving platforms. Grenades do the dirty work for you. They can also be used on doors, when Aliens await you on the other side.

FINDING THE ENEMY: THE MOTION TRACKER

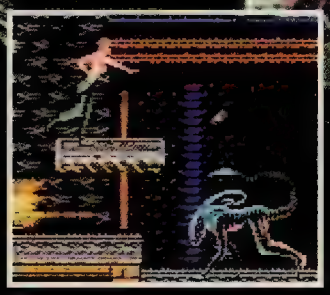


Also retrieved from the EEV is a device called the Motion Tracker. It senses any moving thing within a 100-meter radius. In the ventilation shafts, where visibility is limited, this is an invaluable tool. Remember — the Motion Tracker has a very short battery life.

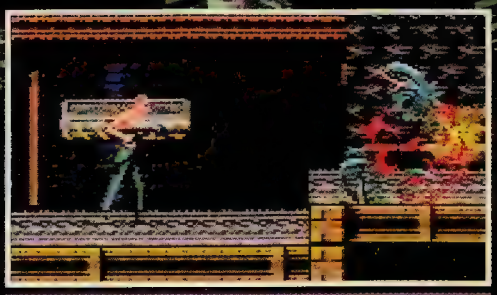
MOVING SAFELY AROUND THE PENAL COLONY



The colony's like a maze. Platforms have been placed throughout the area for better access to ventilation shafts and surface tunnels.

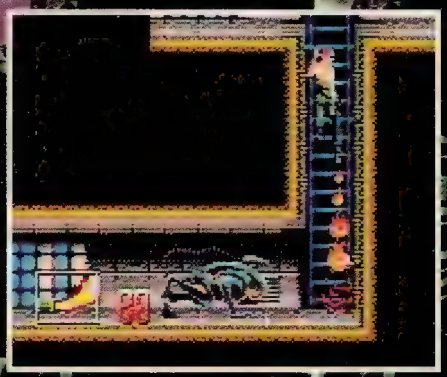


Aliens below the lift can be easily wiped out with a grenade.

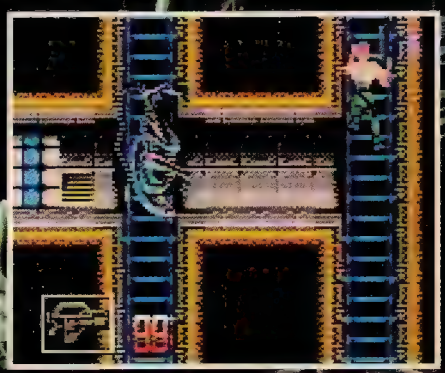


EXTERMINATED!

Med Packs will replenish your energy meter. Remember their locations, and come back for them only when you need them. Your first priority is saving prisoners.



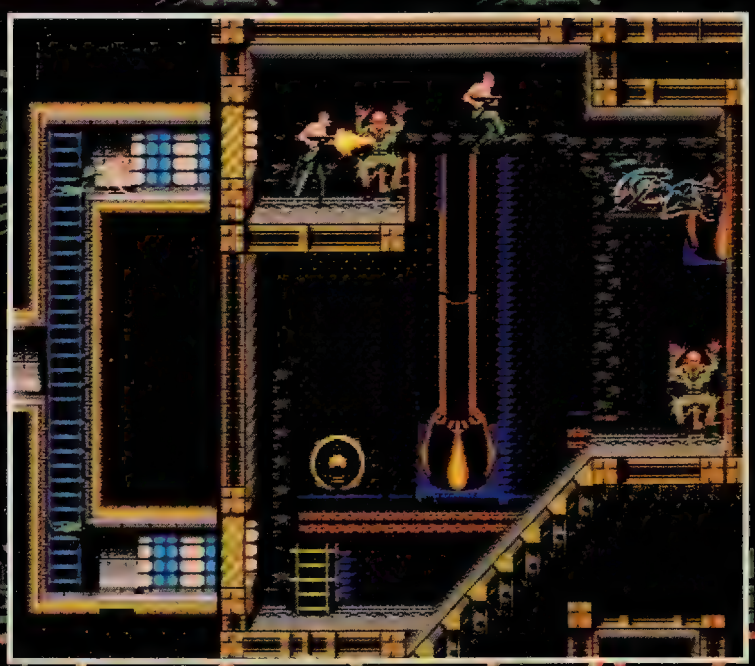
Fire in the hole! Use the flame thrower in the ventilation shafts to discourage unwanted guests.



Aliens use the ventilation shafts to move around the colony.

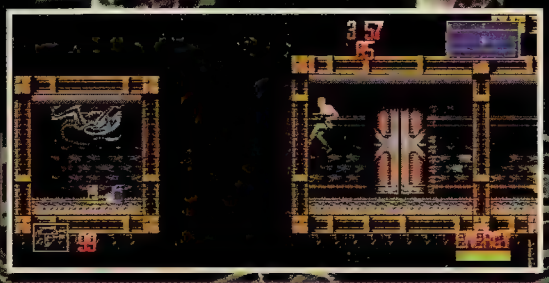
LEVEL 1: PRISONER RESCUE

Rescue this prisoner, and then move carefully to the right. An Alien will be hanging from the ceiling ready to attack. Waste him and then jump across the steel slide to free another prisoner in the right corner.

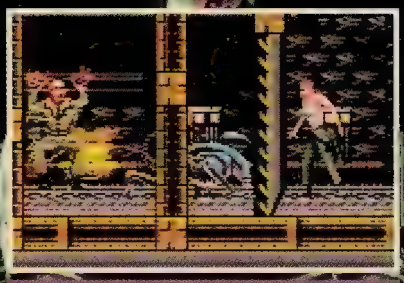


LEVEL 2: THEY'RE EVERYWHERE!

The Alien is the perfect survival machine. It has only two priorities: kill and reproduce. There are several types of Aliens, and each has a favorite hiding place.

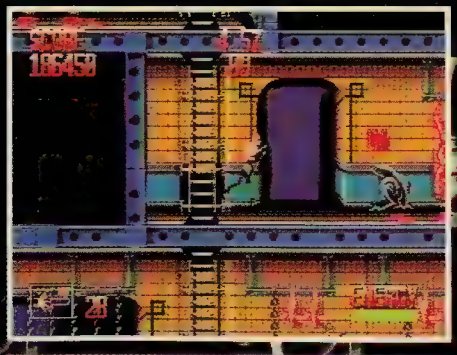


As you begin Level 2, be ready for an immediate attack. Once you've wasted the bug, check for a secret passage to the left.

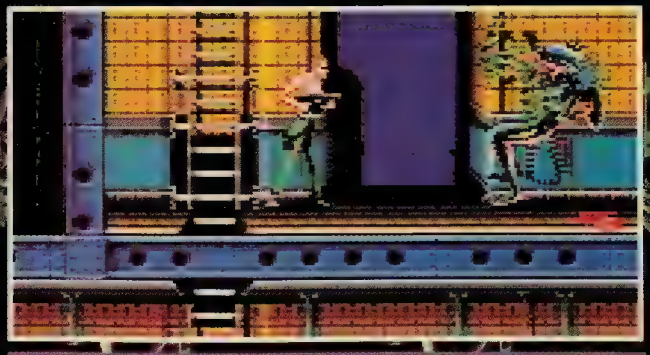


Aliens often wait behind doors, ready to ambush you.

Use a grenade on the door, and take out both the bug and the door.



Up-right Aliens often come out of the floor, and then rush toward you. Always advance carefully, and be prepared to blast anything that moves.

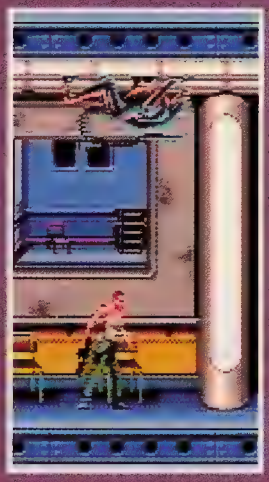


ANOTHER BUG WASTED.

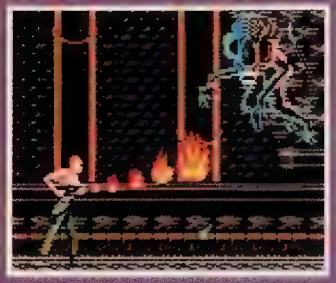
THE ALIENS

CRAWLERS: These Aliens roam the ventilation shafts. They're as fast or faster than any other type.

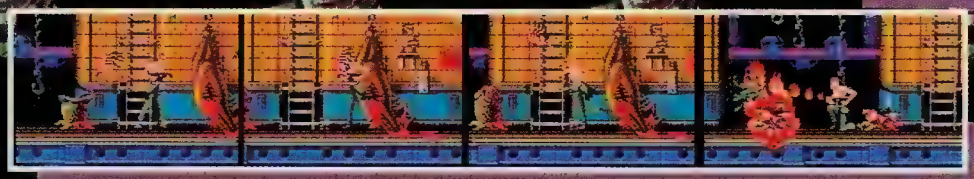
WALKERS: Attacking with long jumps, these Aliens come out of the floors and wait near platform lifts.



HANGERS: Hanging from the ceiling, trying to get the drop on you, these Aliens are the easiest to kill. Fry them with the flamethrower as they drop to the floor. These Aliens also attack you on platforms and in secret areas.



GUARDIANS: These Aliens spit acid, and have skins as thick as reinforced steel. They protect the passages to other levels.

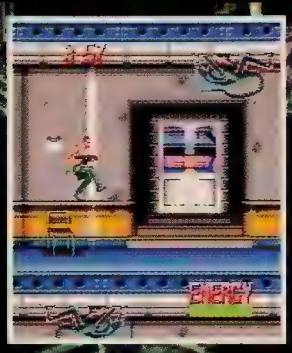


PODS AND FACE HUGGERS: When a pod hatches, out pops a Face Hugger. These embryonic Aliens will kill you if you don't get rid of them quickly. Cook the pods with the flamethrower, or blast them with a grenade.

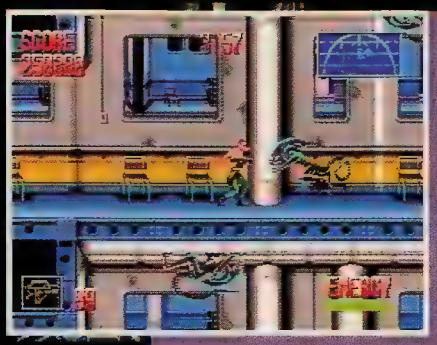
LEVEL 4

Each level is enormous, and this mini-map shows only a portion of this huge area. This is the first level where you'll find pods.

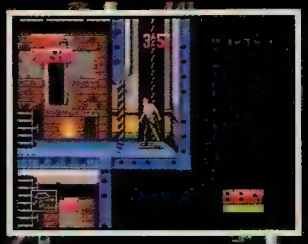
LEVEL 5: MAYHEM



Remember, you're on a time limit! Hangers will try to hinder your progress, so advance carefully.

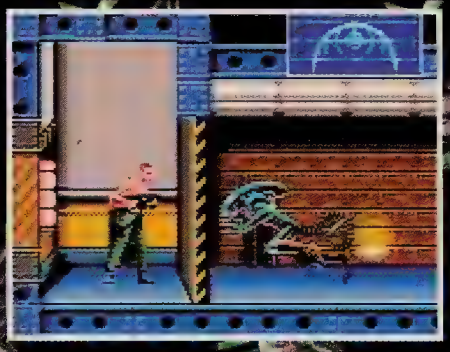


This stage is *filled* with Aliens. Your mission is simple — escape alive! The Motion Tracker will keep you from being surprised.



Take the second turbo lift down to the ventilation shaft.

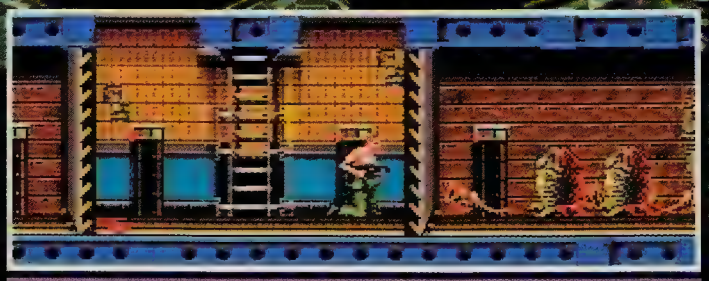
An Alien will try to crash through the door and attack you as you come out of the ventilation shaft. Once you spot the bug, slip quickly back into the vent shaft.



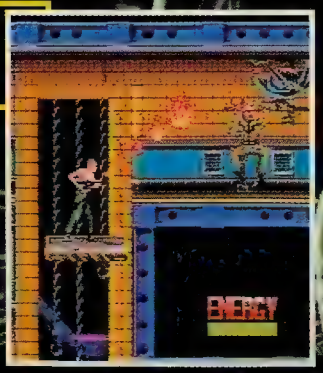
Now come back out and toast him!

MISSION TIPS

When on lifts or ladders, use grenades to clean out the areas below.

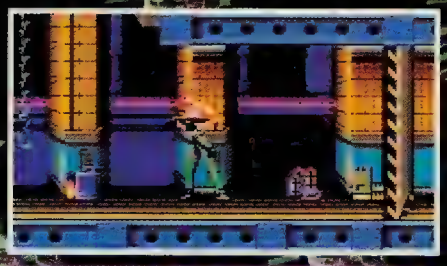


Use a grenade to open this room filled with pods, or the Face-Huggers will get you!



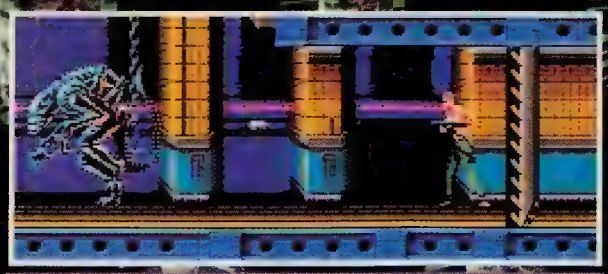
When on a platform lift, use the flame-thrower to stop jumping Aliens.

DEFEATING THE GUARDIAN

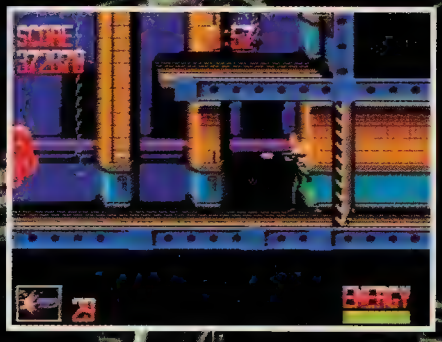


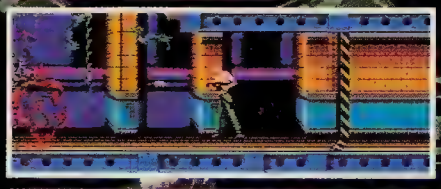
Use the grenade launcher, keep your hand on the pump, and stay on your toes. Pick up any firepower upgrades that drop. Remember, you need all the help you can get.

Catch any dropping Med-kits, but remember to avoid any acid spray.



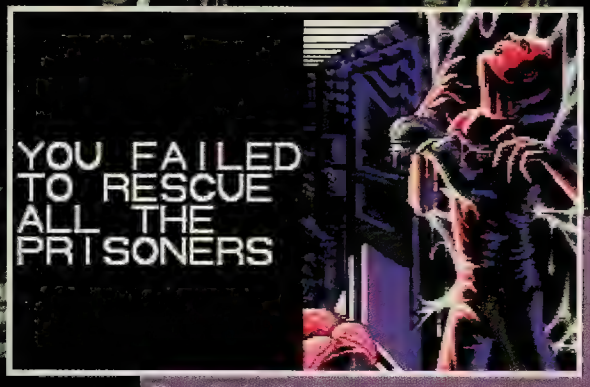
Stay in the corners, and whenever you get the chance, pump the Alien full of shrapnel.





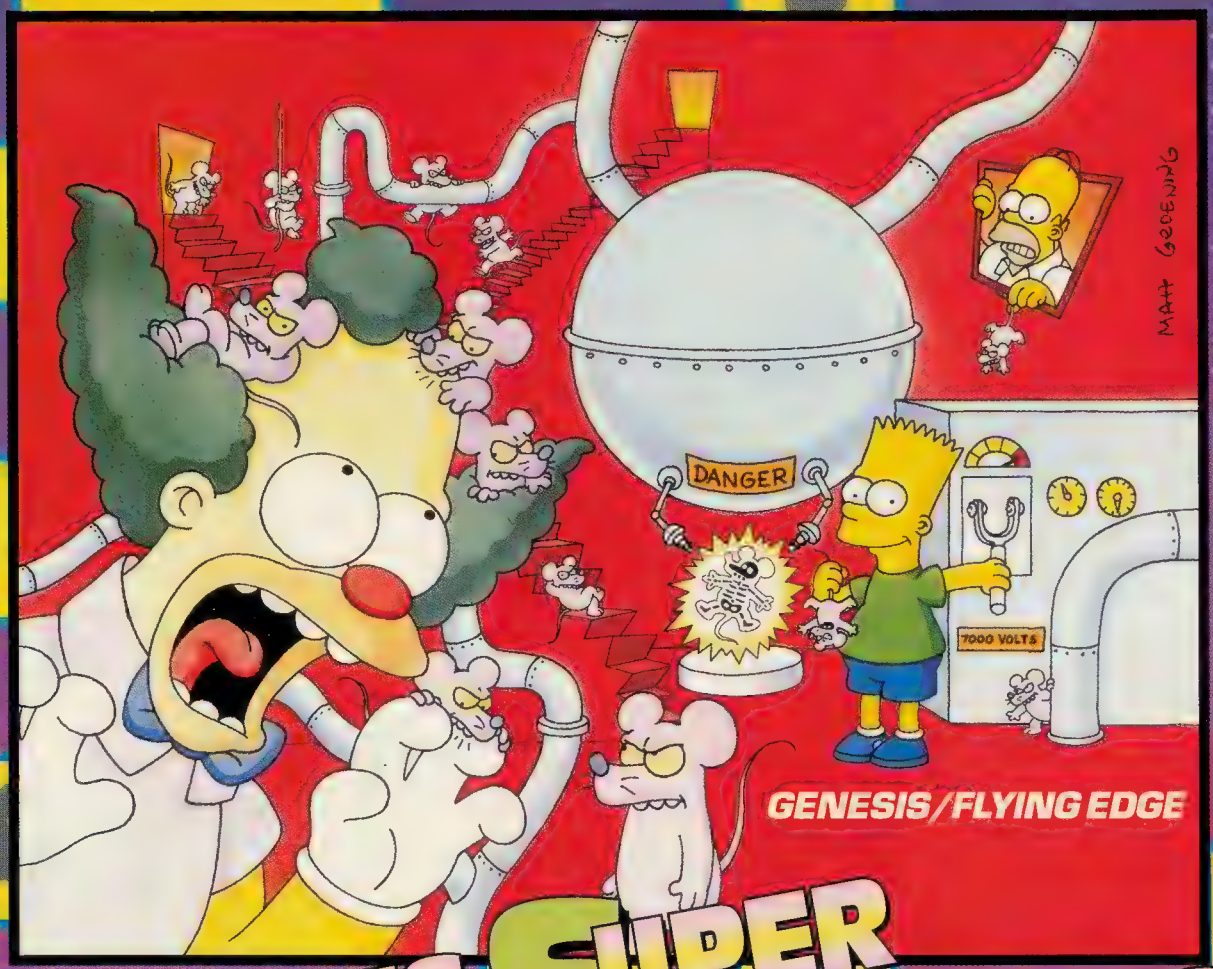
"For the last time..."

To destroy *all* the Aliens, you'll even have to enter the nest.



Don't fail! The lives of the prisoners — and the fate of mankind — rests on your shoulders.

GP



GENESIS/FLYING EDGE

KRUSTY'S SUPER FUN HOUSE

H-E-E-E-E KIDS! It's time to have some fun with Springfield's very own Krusty the Clown! He'll play cartoons, tell jokes, and he'll even...what's that? Krusty's Fun House has been overrun by hundreds of wild mice? Oh no! Kids, now it's your turn to help Krusty out.

You'll run from room to room in the Fun House, clearing out any mice that get in your way. The Simpson family has offered to help out, too. All you have to do is lead the mice to their mousetraps. It won't be easy. Other critters — like venomous snakes and bomb-dropping birds — will try to stop Krusty. If any of them come after you, give em' a good old-fashioned pie-in-the-face. And keep in mind that the Funhouse is so big, there are some secret rooms that even Krusty doesn't know about!

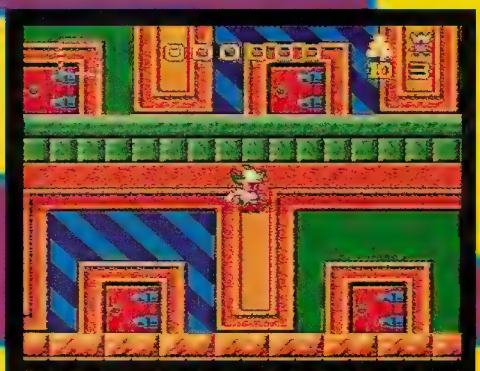
Krusty's Fun House has very colorful graphics, and plenty of different levels to master. Each room varies in difficulty from the incredibly easy to the frustratingly hard, and all of them are a lot of fun to play.

So come on, kids — Krusty's counting on you. It's the least we can do after all he's done for us.

CHRIS SLATE

Krusty's Fun House is *huge*. Doors have been placed between each level, and they won't open until you've destroyed all of the mice in that section of the house.

Once you've cleared all the mice from a room (and found any secret items or doors), the door will be locked so no more mice can sneak inside.



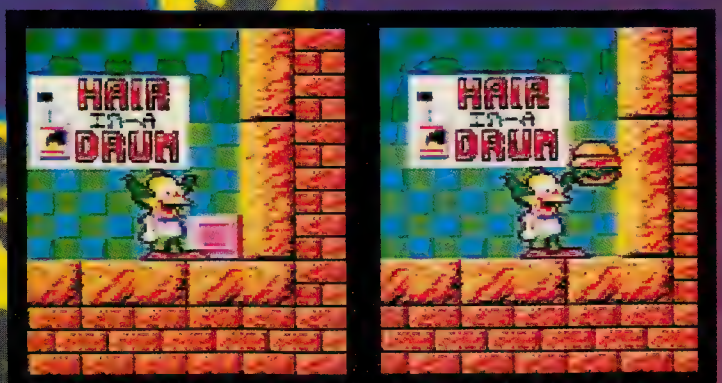
Each door in the main hall leads to another hallway filled with doors. You must lock each and every door to complete the level.

To make your task even tougher, those pesky mice have chewed through the pipes, causing massive leakage all over the house. Be careful to avoid the steaming-hot drops of water.

By kicking blocks, Krusty can discover ammo and power-ups. Some boxes don't contain anything at all, but must be kicked to uncover secret passages elsewhere in the level.

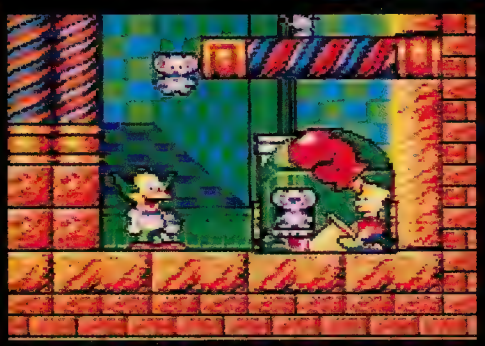
Poisonous snakes roam low-lying areas of the Fun House. Throw a few pies at them from a distance, but don't get too close.

These small, blue blocks come in handy in many different situations. In this case, you can jump off of one to reach higher places. With a little practice, you should be able to jump up and take the block with you.



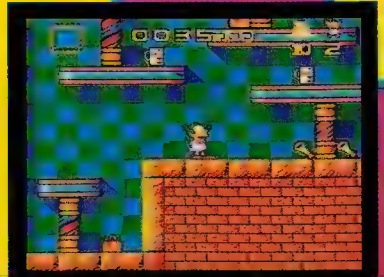
Before you kick open one of the special blocks, look around and make sure you don't need to use the block as a platform. You can get stuck in some places if you open a block and then don't have anything to stand on.

One of the most common strategies in this game is to place blocks to form a small stairway. If you stand on the very edge of a block, you can place the next block in midair.

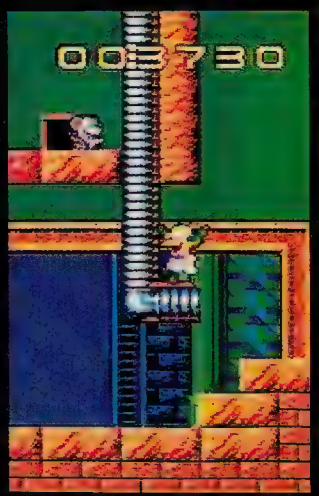


The object of each level is to route the mice to one of the Simpsons' traps. Bart has the honors in the first level, and the rest of the family appears over the next few stages.

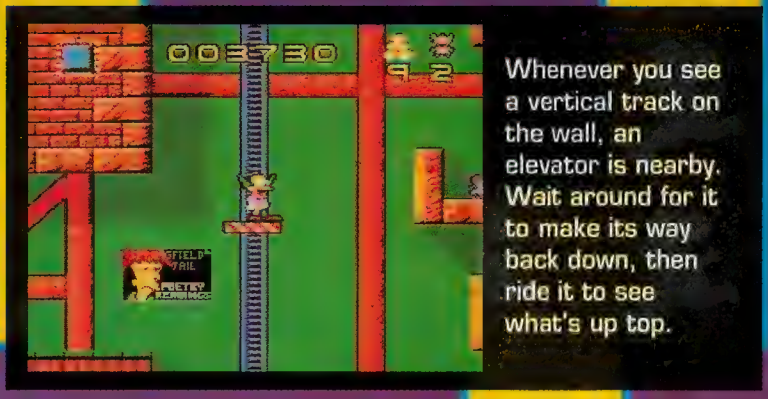
These iron balls smash through stone walls like they were tissue paper. You'll need them to open hidden paths. They also work extremely well on unwanted critters.



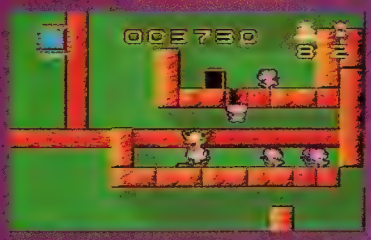
Kicking open some boxes will reveal hidden treasure rooms. You get to collect goodies until the time limit expires.



Pipes are a great way to steer mice toward the trap, but they don't all lead where you'd like them to. Be sure to follow the pipe to make sure you know where it ends up.



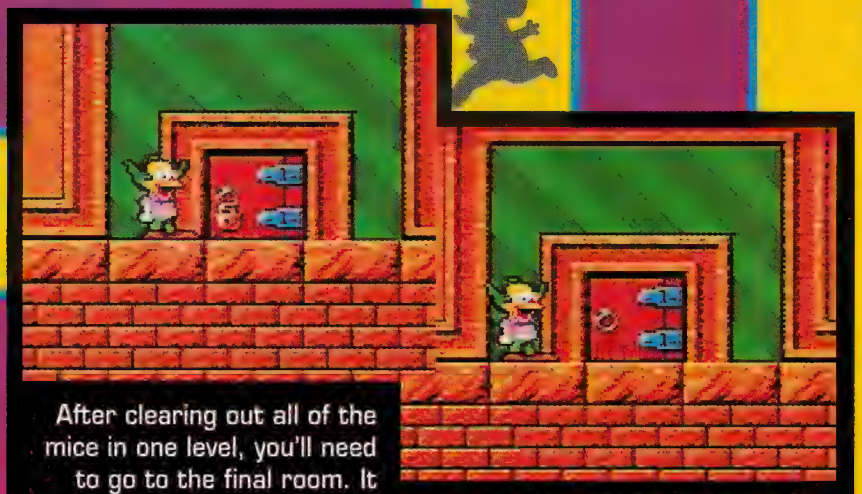
Whenever you see a vertical track on the wall, an elevator is nearby. Wait around for it to make its way back down, then ride it to see what's up top.



Some of the floors in Krusty's Funhouse are pretty old. They'll break under your weight, so don't stand on them for too long. But sometimes you must break through the floor to make a path for the mice.

You can connect the ends of two pipes by finding this extra piece of tubing. This will allow the mice to reach other areas.

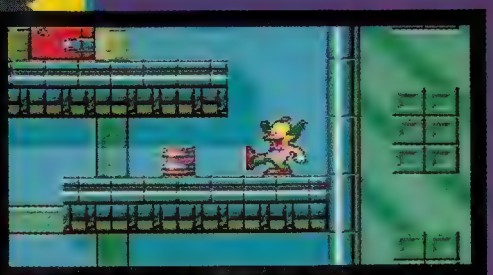
These blowers shoot a jet of air in whatever direction they're facing. If a mouse walks over or in front of it, he'll be blown across the screen.



After clearing out all of the mice in one level, you'll need to go to the final room. It was locked until now, but it opens up when all of the other mice are destroyed.

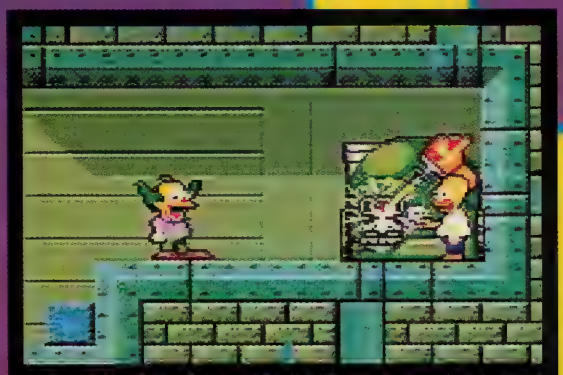
After you complete a level, Krusty gives you a password so that you won't have to start at the very beginning if your game should end.

You'll also notice that the door that blocks the main hall has opened, allowing you to move on to the next part of the house.

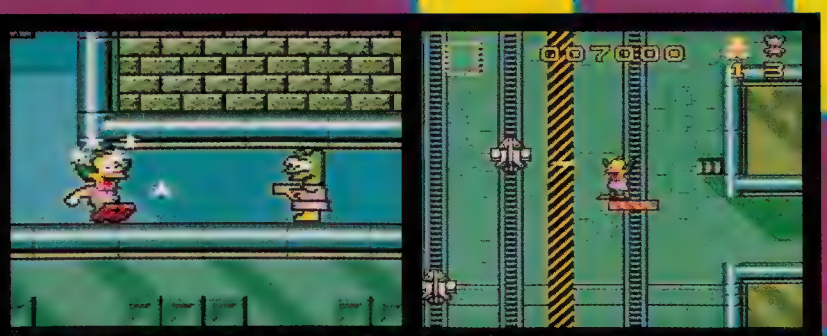


Although you can't carry this barrel, you can kick it to where you need it.

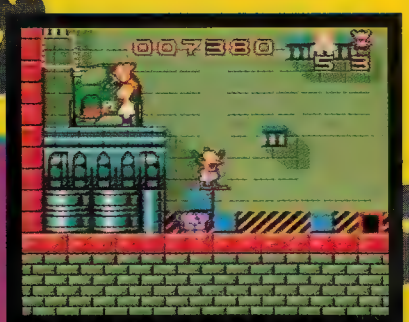
Some of the doors in Level 2 are high on the wall, above your reach. You'll have to search through the rooms on the ground floor to find a secret block that creates a walkway.



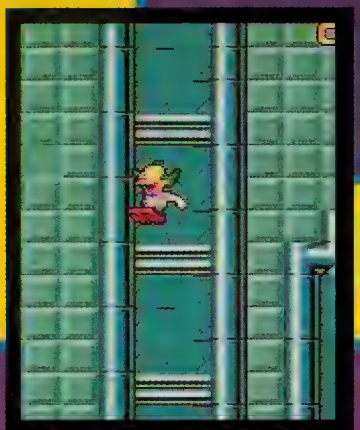
Homer's decided to help Krusty out in Level 2. His death-ray trap toasts mice with ease.



As you move deeper into the Fun House, you'll meet even deadlier enemies. While the worst thing you had to fear in Level 1 was an angry snake, alien creatures and laser turrets guard this level!

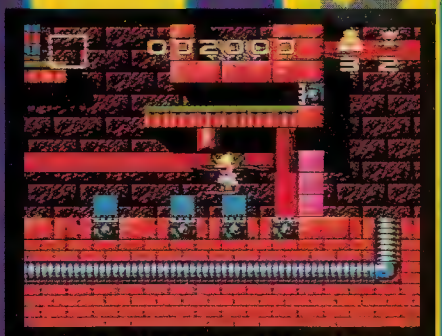


If you build a small two-block staircase facing a wall, the mice will get trapped in a very small area. They'll be crowded together into a smaller group, which makes keeping up with them a lot easier.



Remember: even though you can't go down through a platform, you can jump *up* through one.

Only at Krusty's Fun House will you find giant pigs flying through the air. Stay out of their way and avoid any bombs they might drop.



In some places, you'll need to cover up the blowers to allow the mice to walk past. Stepping on a blower in this instance would shoot the mouse into a pipe that would send him back to the beginning.

These bottles are great for holding mice. However, you can use a bottle only once because you have to break it to release the mouse.

Some rooms hide invisible steps. This room in the last level has an invisible staircase that leads up into the sky, where you'll find plenty of power-ups.

If you make one too many mistakes, you may find that there's no possible way to complete the room. In that case, you have the option to give up and start over. However, Krusty loses one life every time you do this, so be careful.

Genesis/Sega of America

Sega of America, 130 Shoreline Drive, Redwood City CA 94065

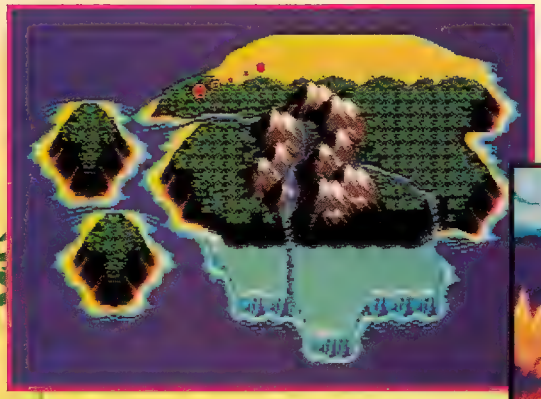
TAZ-MANIA™

It's out there somewhere. Perhaps it's deep in the jungle, or hidden in the trackless deserts or vast wastelands of ice. Maybe it's in the darkest depths of the earth, or lurking near the cunning death trap that men call the Acme Factory. But somewhere, there lives the legendary Giant Seabird. According to Pop, the eldest of the Tasmanian clan, one egg from this bird would be enough to feed an entire family of Tasmanian devils for a week. When you stop to think just how ravenous the typical Tasmanian devil can be, this must be a big egg.

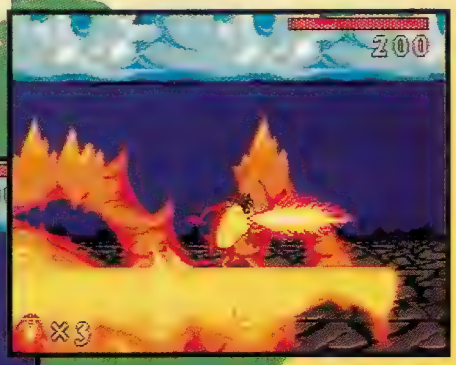
When Taz (a brash young Tasmanian devil) heard of the fabulous super-egg, his growling stomach became loud enough to drown out every other thought in his furry head. And before you could say "Oh, Baggy-Eyes..." he was out the door and gone, visions of enormous omelettes dancing in his tiny, spinning brain.

— Jeff Lundrigan

All it takes is a single tall tale from Pop, and Taz — always thinking of his stomach — is out the door.



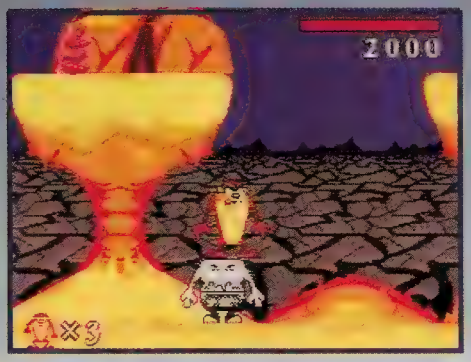
The search for breakfast is a long and hazardous one, fraught with peril at every stage.

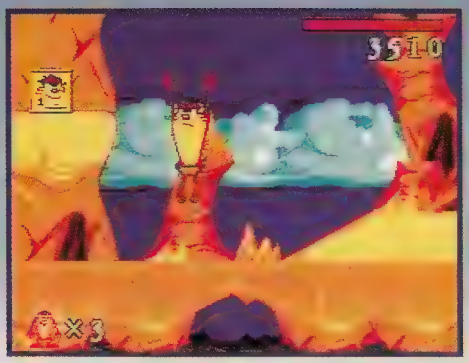


Right at the start of the game you'll find a delicious red-hot chili pepper. Breathing fire is handy, but Taz can only do it a few times. And he can't breathe at all when he's stuck in quicksand!

Your first major obstacle is getting past a pair of Rock Monsters while swimming in quicksand. Hit the jump button quickly two times, then hit it again and hold it to leap up out of the sand.

The last obstacle in stage one is this series of waterspouts. Save yourself some trouble — instead of leaping from spout to spout, hop on the first one, then when it's as high as it can go, leap off high and to the right. At the highest point of your jump, hit the spin button and hold it for a spin-jump — the spin makes you go a lot faster, and you should clear the waters only to land on the ground.

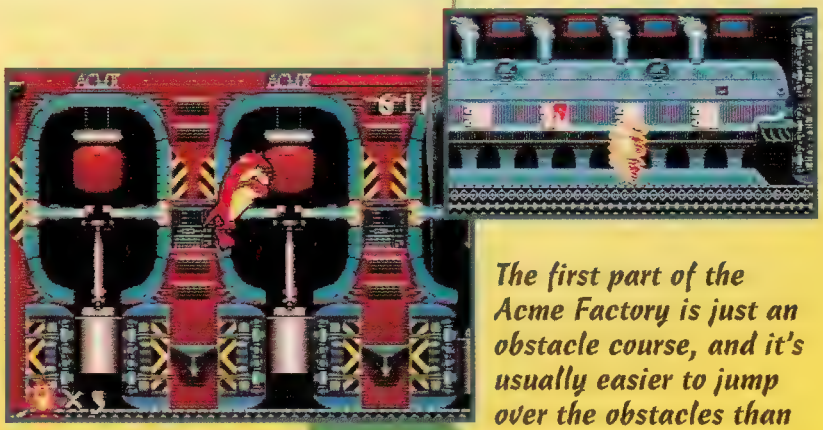




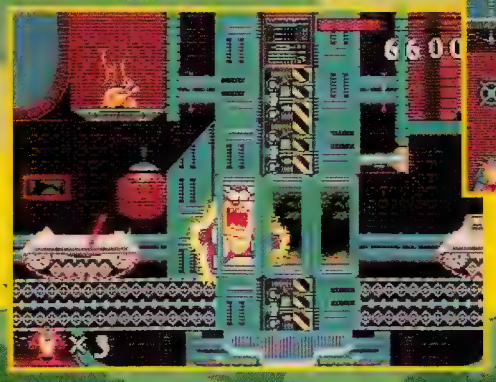
In Stage 2, there's a dead end to the right. You have to walk right until you see this Rock Monster, then lead him back. Jump on his head to reach the ledge above, then head up and to the left. When you reach the top, you'll find an extra life to the far left. Grab it, then head to the right.

Watch out as you make your way down this series of bridges. There are bombs under every drop, and Taz will eat one if he lands on it. Hold Right each time you drop to avoid the bombs.

Now you're forced to do battle with Bull Gator in a pickup truck. You can either jump and land on the cab (risky), or do short spin-jumps through the cab. Either way, he's not too tough.

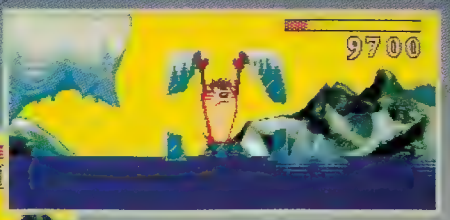


The first part of the Acme Factory is just an obstacle course, and it's usually easier to jump over the obstacles than to try running through them. The exceptions are these open boilers, which you can spin past without a problem.

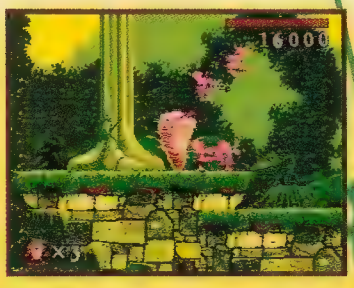


The second half of the factory is a little trickier. As you make your way through the assembly line, the machines will be a serious shock to your system if you don't shut them off first. Try all the different routes until you find the shut-off levers.

Be careful, though — some levers are decoys, and they can zap you just as badly as the machines. The lever on the right is the one to throw.

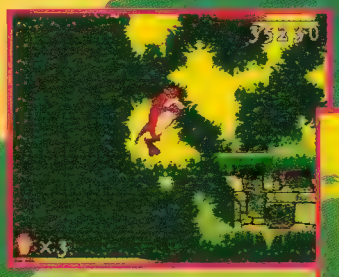


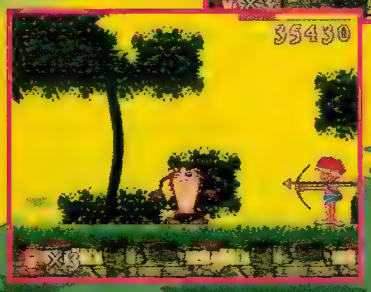
Next, make your way through — aaggh! — an ice stage. It's pretty short, and if you fall in the freezing water you can break out by hitting the spin button.



Now take a spin through the forest stages — literally. You'll find tiny Bush Rats on most of the ledges, so spin through them before they can impale you on their itty-bitty spears.

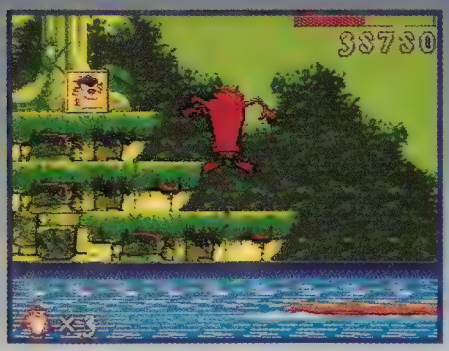
You'll find a single chili pepper in this stage, and a little farther that you'll find an extra life next to a milestone. This is handy, since the extra life will reappear every time you start over from the milestone.



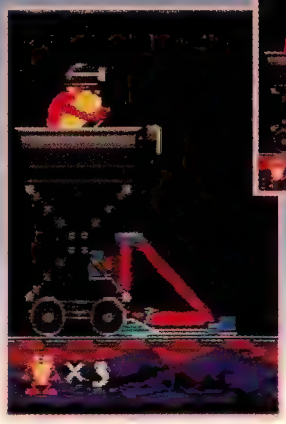


As you work your way up the Rat Tree, you'll have to do a number of spin-jumps. Many of the branches are too far apart to reach with normal leaps.

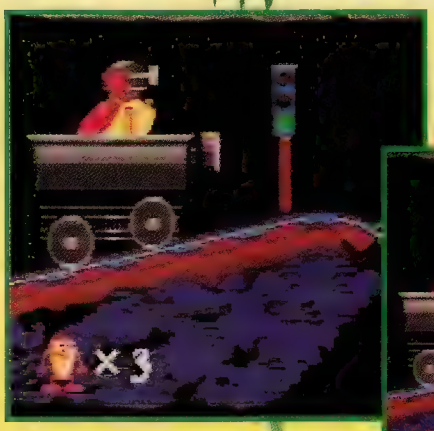
At the top of the tree, head right. You'll find an invincibility star, which will be a big help fighting Nature Boy. With your invincibility, just spin and keep moving back and forth through him. He should go away after a half-dozen passes.



The next stage, a river adventure, is pretty short. The only thing you have to remember is to push Up on the control pad when you want to jump from a log in the river back to dry land.

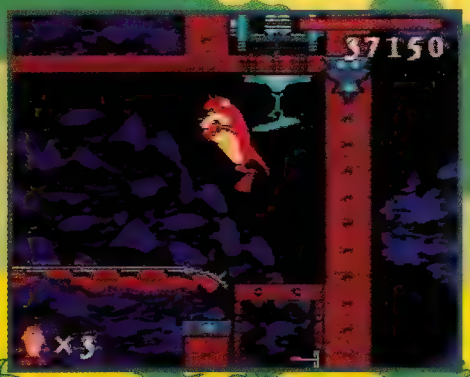


Taz's journey takes him through an old, abandoned mine — possibly the most difficult stage of the game. The mine car can extend itself to make it over barriers that lie on the tracks — just make sure you duck down when you come to a tunnel. The barriers and tunnels come closer and closer together, so hold Left on the control pad to go slow enough to see what's coming. As you progress through the mine, you'll see arrows telling you which way to go.

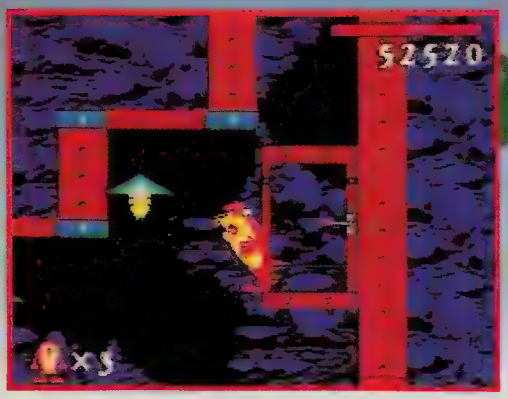


There are also a number of gaps in the track you'll have to jump over. For gaps with a green light, hold the control pad Right to get up enough speed to clear them. For jumps with a yellow light, you'll have to hold Left so you can drop fast enough to avoid smashing your head on the tunnel below.

Now Taz has to make his way up and out of the mines. This stage is basically a big maze, with mine elevators going up and down.



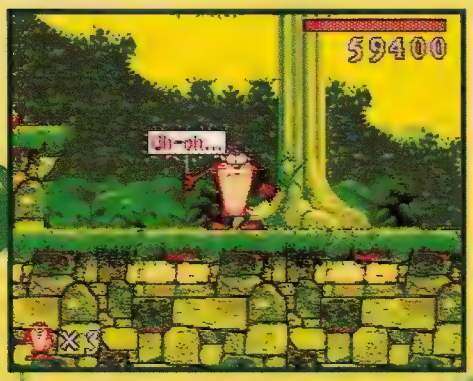
Stay on your Tasmanian toes, though — some elevators will break under your weight. It's best to hop on, then wait a moment, ready to hop back off again if the elevator starts to fall.

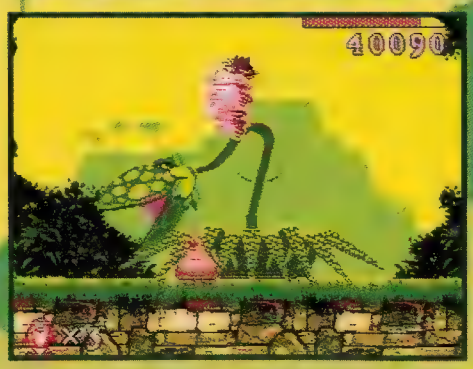


Halfway through the stage, you'll come to a pair of broken elevators. You'll have to ride these down as they fall, then leap clear as they pass the tunnel below.

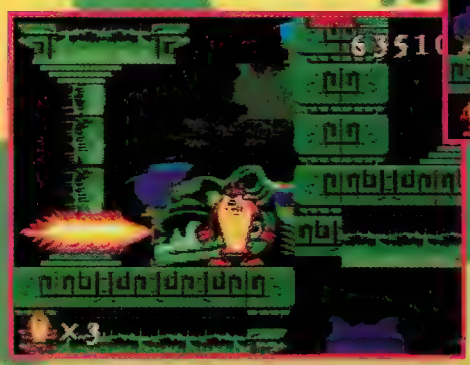
You'll eventually come to this crazy elevator that loops around in a figure eight. Hop to this other elevator when Crazy 8 loops around to its lowest point. But watch out — the elevator you land on will break and fall, so you must hop quickly to the next one.

Next, it's out into the jungle! You'll find bags of "No Weed" lying around. Don't eat them — they're for throwing at plants.



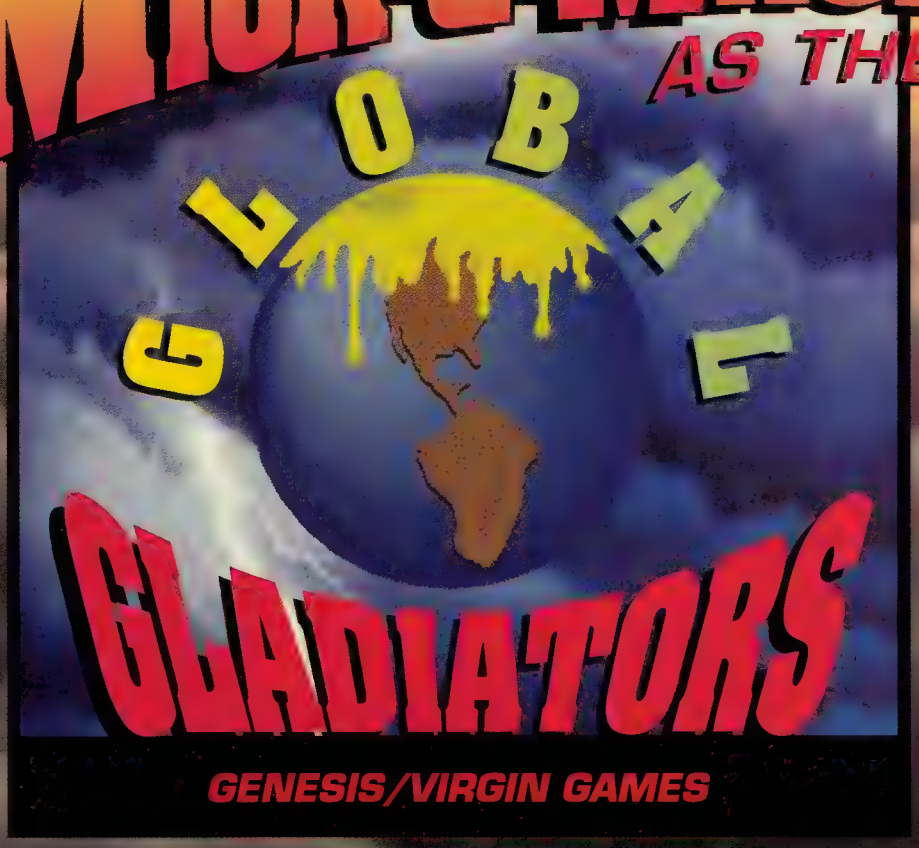


The stage isn't long, but it ends with a king-sized adversary — the Taz-eating plant, Weed-Ola! It can be hurt with bags of No Weed, but it's easier to use spin jumps and aim for its "head."



Finally, Taz fights his way through a pair of crumbling temples, deep in the heart of the jungle. The temples are large mazes, and not especially dangerous — just be careful around these fire-breathing Dragon Heads. In the darkest depths of the temple, you'll meet Taz's dark half, and it's Taz against Taz! Beat him, and you're off to fight the Tasmanian Sea-bird!

MICK & MACK AS THE GLOBAL GLADIATORS



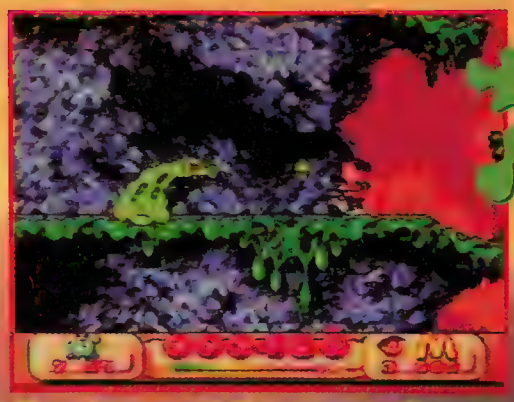
Mick and Mack were enjoying a delicious lunch at their local McDonalds, reading the latest Global Gladiators comic book. As they oohed and aahed at the exploits of these environmental heroes, corporate spokesman and beloved clown Ronald McDonald suddenly appeared to them. As a gesture of kindness, he transformed Mick and Mack into the Global Gladiators themselves!

And so begins *Mick and Mack as The Global Gladiators*, a game with a great environmental theme. You've got to search the world for evil mutants and their pollution machines, zapping them with good slime before they can ruin the planet with toxic waste. The game's environmental conscience is especially noticeable in the bonus stages, where your character has to sort through recyclable garbage and throw it in to the proper containers.

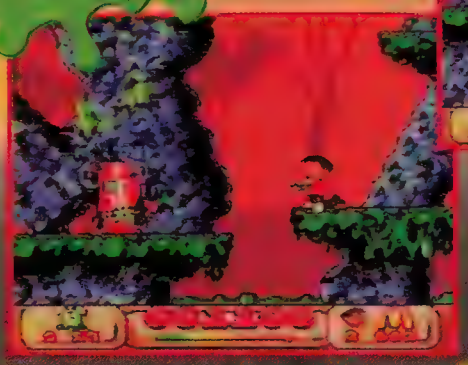
The graphics and animation in *Mick and Mack* are terrific, and the soundtrack is impressive. There are all sorts of great sound effects, and some slammin' dance tracks. All this will keep you traveling the globe and recycling the planet's natural resources for a long time to come.

Jonathan Gagnon

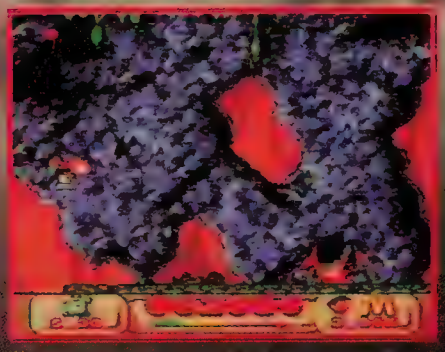
Virgin Games, 18061 Fitch Avenue, Irvine CA 92714



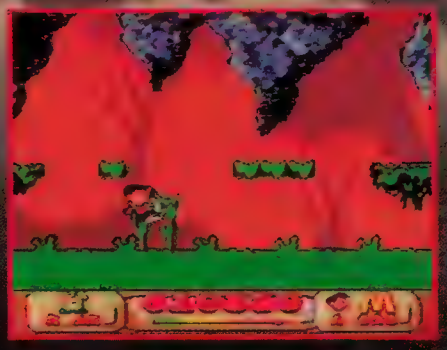
Here's one of the many slime monsters you'll have to extinguish.



You've got to blow all the pollution-oozing machines into oblivion. But be sure to stay a few steps back when you blast 'em — the pieces can hurt Mick.

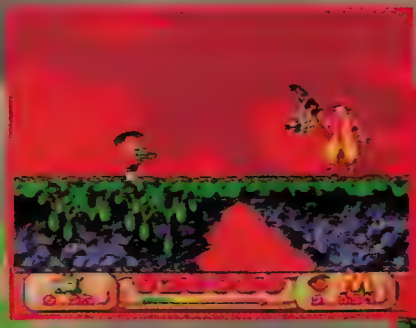


If you see an M that can't be reached, there's probably an invisible ledge beneath it.



Don't wait around when you jump to platforms like these. They'll begin to melt away as soon as you land on them.

A line of invisible platforms lies beneath these floating M's. Use these platforms to reach the clock.

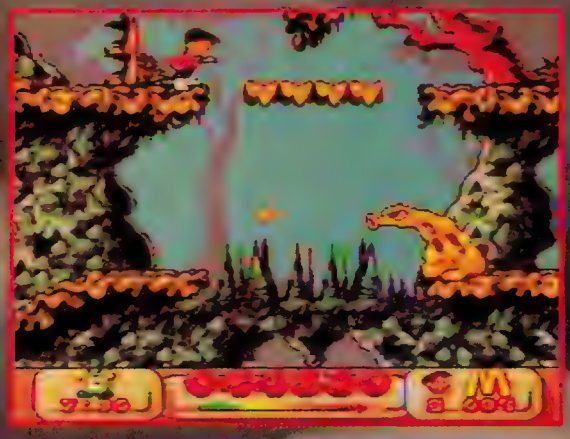


Ronald lets you know when you've reached the end of a level. Be sure to collect all the Ms he drops.

By collecting at least 75 M's, you'll earn a trip to the bonus game. In the bonus game, Mick must sort through the recyclable garbage and separate it into the right bins.

In the later stages, the slime-producing machines are hidden in pools of bubbling goo.

To reach the one-up, follow the line of M's. But be careful — there's no ledge under the last M.

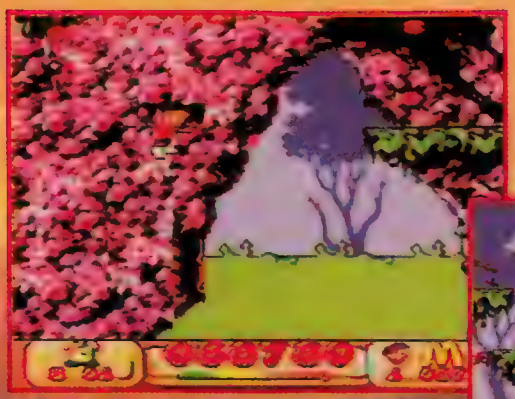


Be sure to look before you leap. You don't want your Gladiator to land on any deadly spikes!

Stand here to go after the M's that are floating in the air.

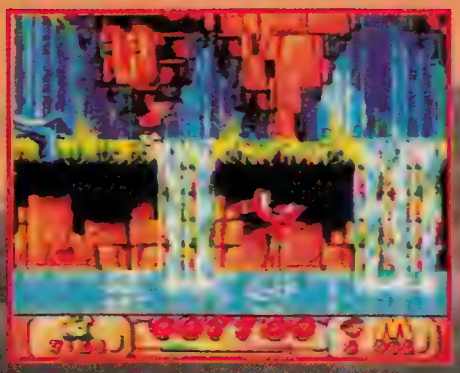
When you find a heart, remember its location and return for it when you're low on energy.

Investigate the foliage carefully. Sometimes, it hides springs that can launch you to hidden power-ups.



You have to use the M's to guide you here. One false step, and you're history.

Check around these big vines for invisible ledges.



The waterfalls will suck Mick into the river, so be sure to jump them. And watch out for those mean, nasty fish!

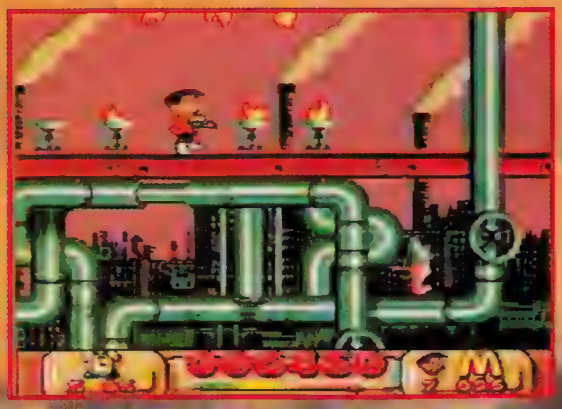
In addition to worrying about the fish, you've also got to watch the logs as you jump to them. If they get too low, they'll fall out from under you!

In later bonus stages, an anvil will appear — and everybody knows that Mick can't recycle an anvil by himself!

Hop across the river on these turtles.

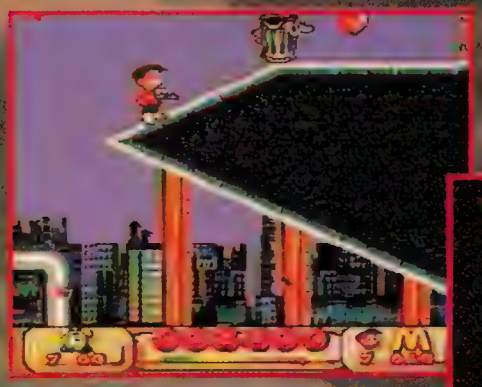
The worst enemies here aren't the slime-spitting plants, but the gaseous skunks!

Watch your step when you're shooting from a small ledge. The gun's kick could knock you off!

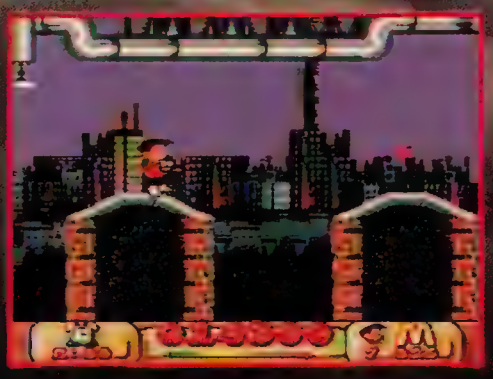


While in Toxictown, watch your step around these fire-spewing pipes. They'll really sap your energy.

Don't let the gun's recoil push you into the fire.

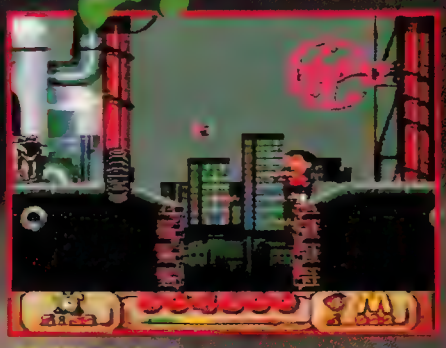


Jump over the wall and walk right to get a clock and an extra man.



Don't slam your head into the ceiling when you jump! It could mean certain death.

Don't waste any time in Toxictown, or the dust clouds will catch you.

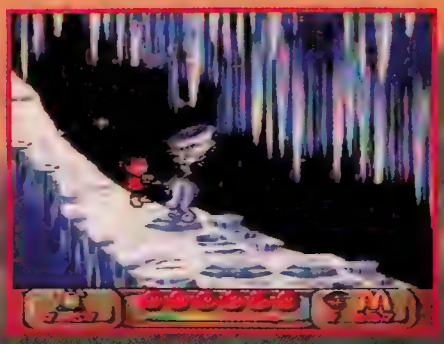


If Mick is taking the low road, be prepared for a lot of pits.

In the arctic stages, you've got to watch these polar bears. They'll slide into you when they get close, if you don't shoot them first.

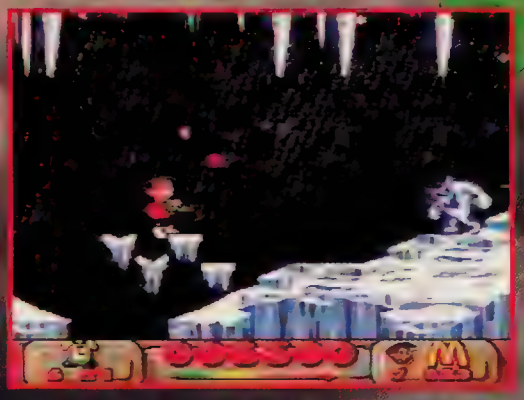
These snowball-throwers guard the stairs. Take them out one at a time — that way you won't have to worry about the stairs melting.

At the crest of this hill is a secret hole which contains special items.



In the Arctic stages, tornados will chase you down. Keep moving to avoid them.

To get this heart, jump right at the edge to avoid the deadly spikes below.



Mick will have to keep moving, or this bridge will collapse under his feet.

To defeat the Arctic bosses, shoot them in the eyes.

Mick and Mack have triumphed over pollution... but they have to ask Ronald if their adventure was for real, or if they just ate a bad burger!

GP

Sega of America, 130 Shoreline Drive, Redwood City CA 94065

Batman™ Is Back!

Genesis & Game Gear/Sega of America

"...If the forces of evil should rise again to cast a shadow over the heart of the city, call me."

Those were Batman's final words in the original motion picture. And for a short time, it seemed as though *Gotham City* wouldn't need to hold Batman to his promise. Little did anyone know that a new kind of evil had been growing beneath the city streets — an evil that was about to make its presence known to the world...

Now, Batman is back, just in time to stop the sewer-dwelling Penguin from seizing control of the city. As the *Caped Crusader*, you'll have to fight your way along Gotham City's rooftops, dodge past *The Penguin's* deadly carnival, and avoid getting nuked by an army of hi-tech penguins. Sounds easy, right? Wrong — when it rains in *Gotham City*, it pours. You also have to deal with *Catwoman*, a wild newcomer to Gotham City's freakish night scene. Just whose side is she on, anyway?

So get ready for *Batman Returns*, coming to both Genesis and Game Gear! We've prepared a preview of both versions, so jump into your *Batmobile* and jet over to Gotham City without wasting another second. There's a fowl new villain that must be stopped, and an entire city hangs in the balance!

— Chris Slate

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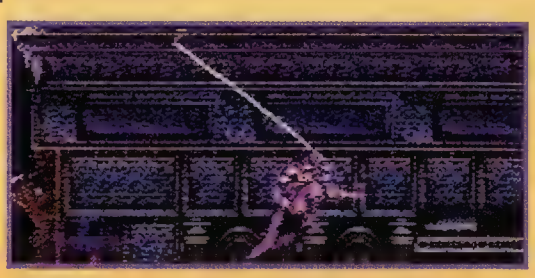
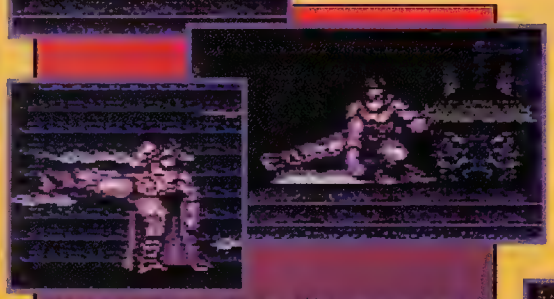
GENESIS

Attacks

GLIDING is easy with Batman's new and improved cape. It's best to glide whenever you're forced to jump and don't know what lies below. This way, you have more time to look for a safe place to land.

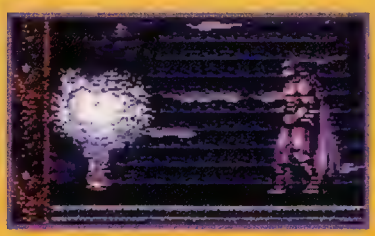


Use the *BATROPE* to swing from rooftop to rooftop, or to climb even the tallest buildings.

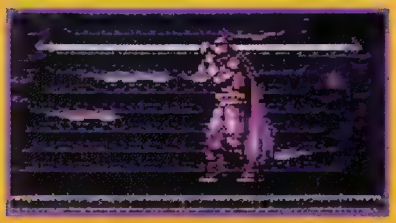


Batman's trusty *BATARANG* enables you to fight from a distance. You can carry a plenty of them, and they're found everywhere.

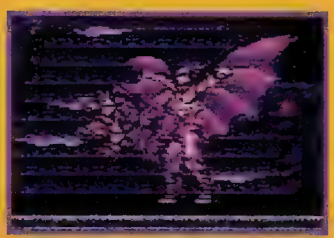
When all else fails, Batman must rely on his FIGHTING TECHNIQUES. You can kick high, kick low, or simply punch out an enemy.



A SMOKE BOMB will stun Batman's enemies long enough for him to finish them off.

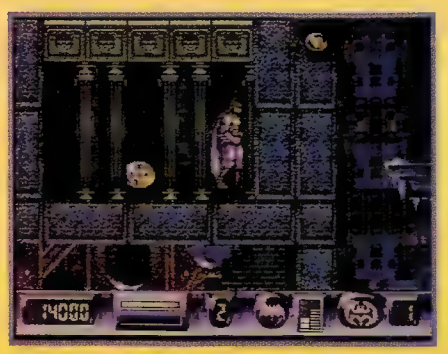


Using the GRAPPLE GUN, Batman can attack enemies in front and behind him at the same time. You have to let them both get close to you, though.



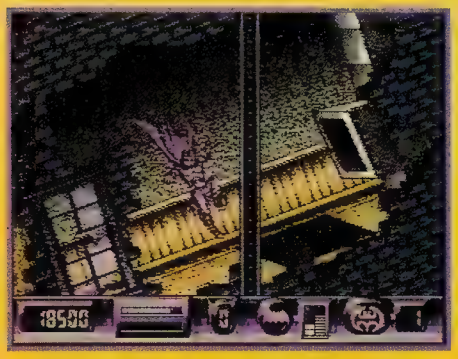
Perhaps Batman's deadliest weapon is this one. Batman unfolds his cape to unleash a cloud of angry bats, which seek out the nearest enemy.

Batman's new GUIDED BATARANG will seek out enemies wherever they may hide.

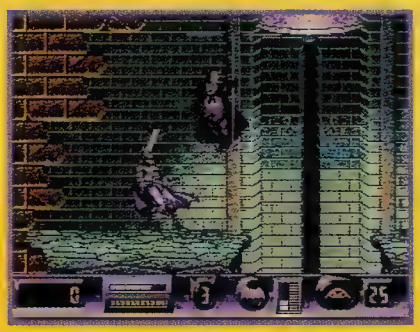


Helpful items are hidden all over Gotham City. Be sure to search everywhere for extra life, ammo, and 1-ups.

You'll face Catwoman on the rooftops. Stay back just far enough that her whip doesn't reach you, and attack with your Batarangs. After she's hit, she'll flash. Wait until the flashing stops before throwing another one, or it will pass right through her.



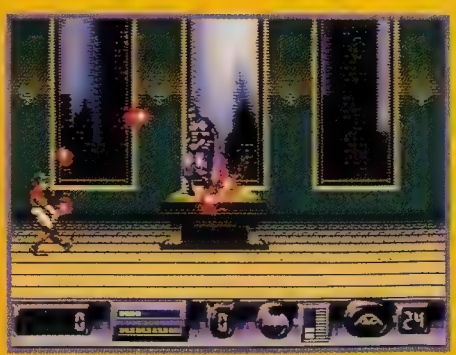
This abandoned house has fallen on its side, making it difficult for Batman to fight off the evil clowns who dwell there. Duck down and low-kick them when they approach.

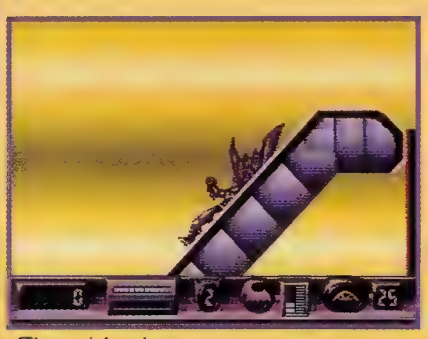


To beat these stone statues, Batman must first climb up on top of them. Continuously strike at their heads with punches and kicks.

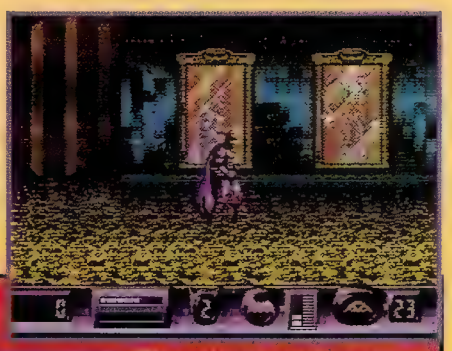
The skull-bikers have taken over Gotham City's streets. Stand just outside of their turning radius and attack.

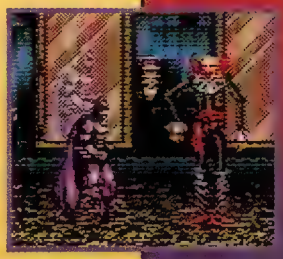
This little fellow is pretty hard to catch. When you get near him, he'll crawl up into his hat and scoot away. Try to guess when and where he's going to move, and be waiting for him when he gets there.



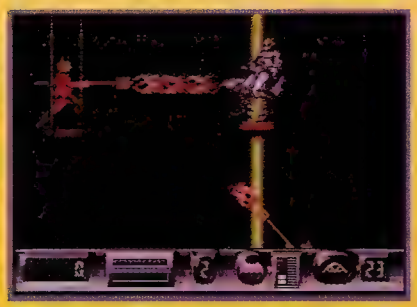


Shreck's department store is overrun with The Penguin's goons. You'll have to slide down the escalators to reach them.



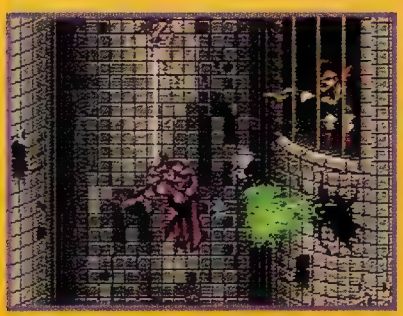


There's something funny about the clowns at the carnival — when you get close to one, a killer clown jumps out! Step back out of his range as soon as he appears, and deliver your own attack!

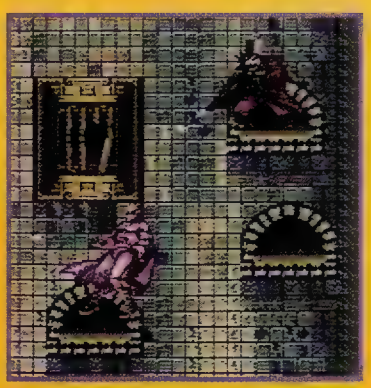


Red devils guard the Big Top with their scorching flame-breath. The computer-guided Batarang works best here, but carefully timed punches can save you some ammo.

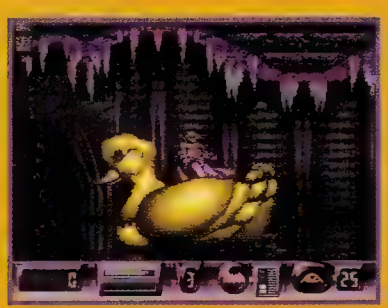
The Penguin has kidnapped all of Gotham City's children! Make your way to the front of the train and set them free.



Grab hold of this chain with your Batrope, and ride it to the top. You'll constantly have to adjust the length of your rope to avoid attacks from the side of the screen.

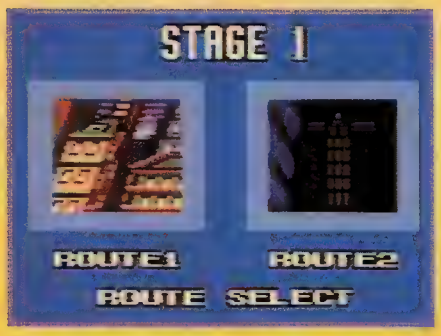


The Penguin attacks again, this time with one of his deadly umbrellas! First, disable the sewage cannon below — then go after the fowl one himself.

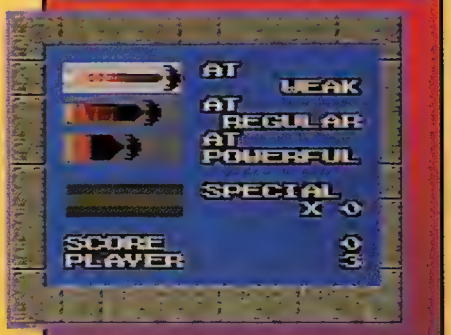


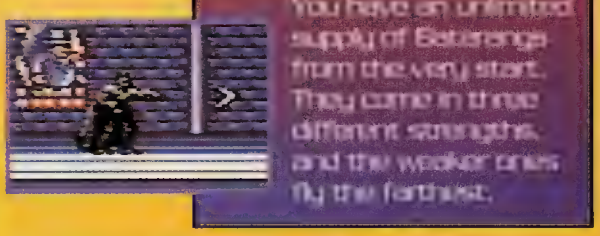
The Penguin has some very large tub toys — some of which are deadly!

Game Gear

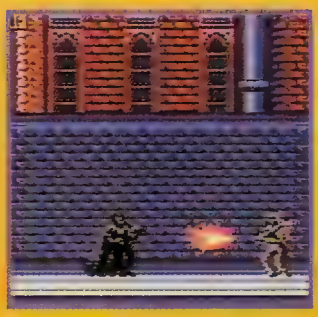


You can choose between two different paths in each level. Each is similar to the other, but arranged a bit differently. If you're having trouble with one route, give the other a try.

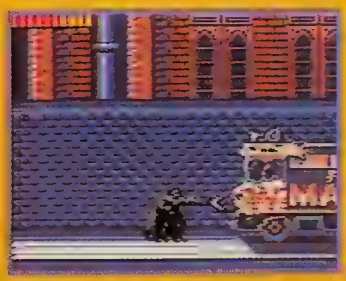



You have an unlimited supply of Batarangs from the very start. They come in three different strengths, and the weaker ones fly the farthest.

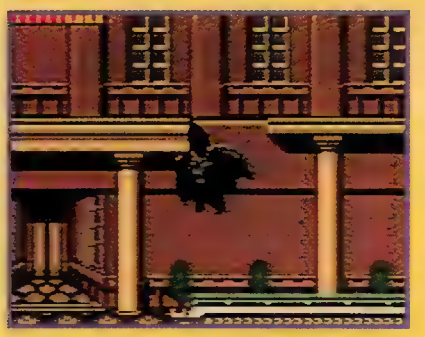
Use the Batrope to reach places that are too high for Batman to jump to. You can also use the rope to swing across pits and other obstacles. In some instances, the rope also makes a good weapon.



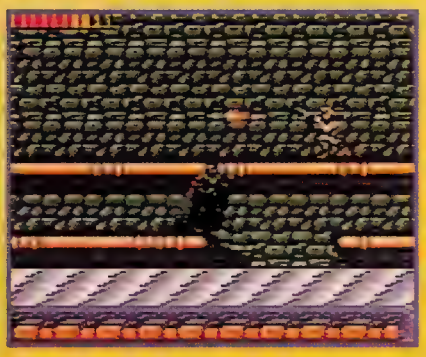
Stand just outside of the flamethrower's range, and attack between his fiery outbursts. Use the strongest Batarang to finish him off with one hit.



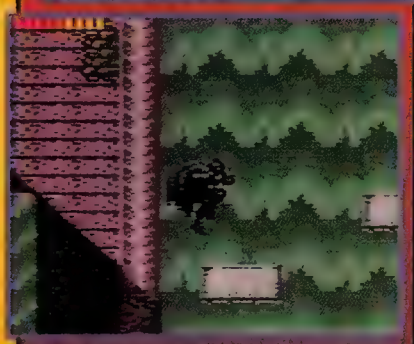
When this bus roars toward you, you don't want to be in its way. Run until it stops, then just walk up to it and attack with your most powerful Batarang.



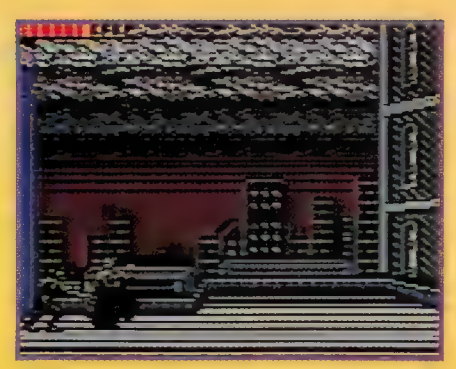
You can jump long distances when using your cape to glide.



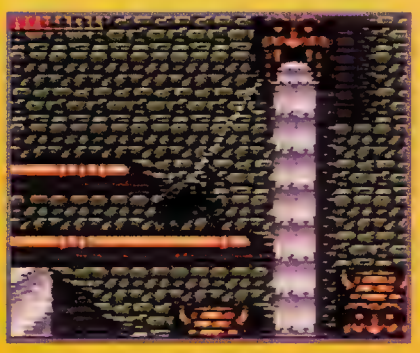
This rocket soldier can be tough to beat because he'll sometimes block your attacks with his launcher. Get in close and strike quickly and often.



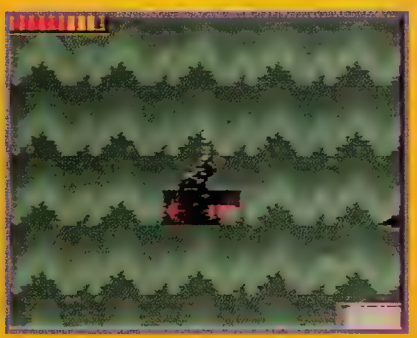
If you jump from the very edge of the second step in this waterfall, you can reach the platform on the right. If you miss it, use the platforms below to climb back up — just watch out for the enemies stationed on them.



When you reach Catwoman, you want to have at least one extra life remaining. This way you'll have at least one chance at her with full life. She can be beaten by simply standing still and firing your strongest Batarang at her over and over. You'll both take damage, but she should drop first.



Time your jump very carefully to swing beneath this waterfall of raw sewage. You should leap just before the flow breaks for a moment — that way, it will have just stopped by the time you land on the platform below it.



Jump over to the stones on the right, and then hook your Batrope to the barrel above. Climb up onto the barrel, and then leap over to the platform on the right (whew!).

The Terminator

Game Gear/Virgin Games

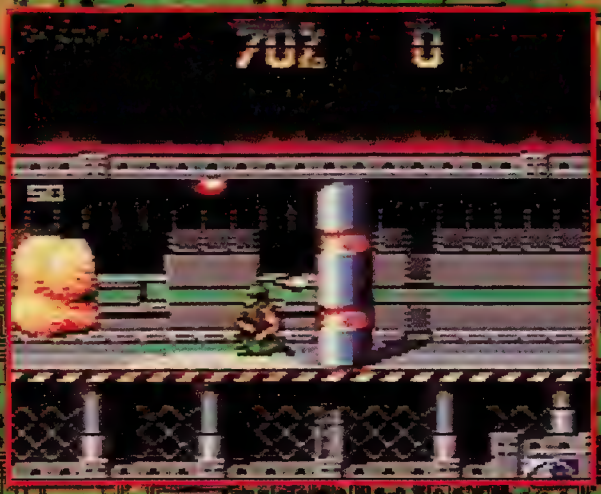
He said he'd be back, and he meant it. The Terminator is now available for your Game Gear. You'll jump right into the action with a clear mission — to save Sarah Connor and destroy the Terminator. But it won't be easy. You'll have to clear your way through an army of steely soldiers, street punks and confused cops before you even face off with the Terminator himself. And even then, the first couple of times you meet him you'll be hard pressed to get past the Game Gear Terminator's hit shield long enough to get a few shots off.

Like the Genesis version, the graphics are almost identical and game play is exactly as you'd expect in the Genesis original, with all the play and explosions anyone could hope for. If you like your action with a heavy helping of cinematic thrills, you won't want to miss this one when it comes out. The fate of the human race is completely in your hands. The future is unwritten. — Patrick Baggatta

GOOD LUCK!

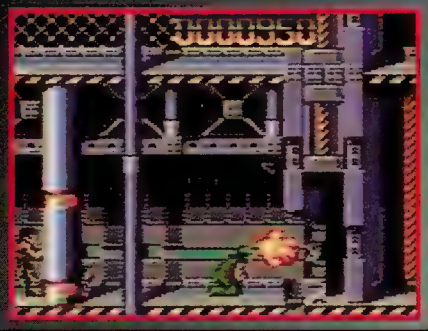
If this picture is any indication of what's to come, you're in for a rough ride. The first stage, in the machine-ruled world of the future, is one of the toughest.

Don't be too upset if you take some damage from these meddling helicopters. Your chances of making it through unscathed are slim.



Your only weapon at the start of the game is an unlimited supply of hand grenades. Rolling them is sometimes more accurate than tossing them.

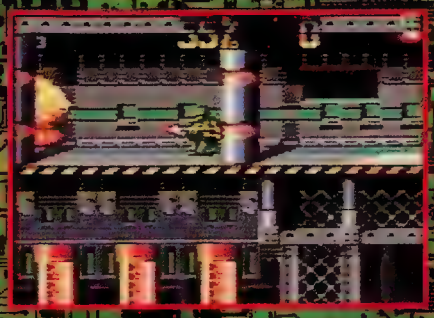
The crouch position will often save you from a flying bullet.



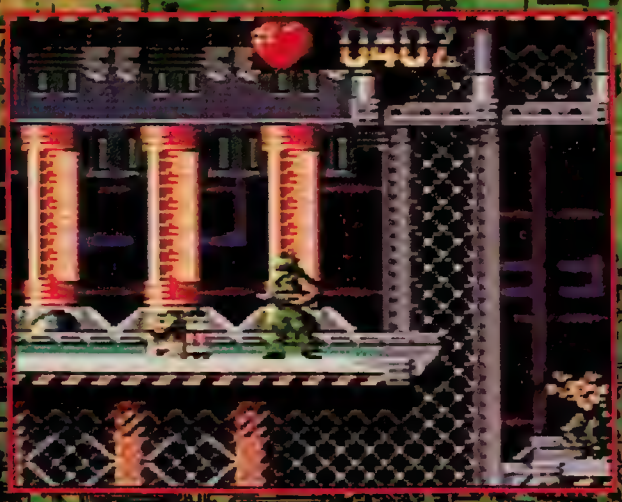
Doors block your way as you battle toward the underground base of the SkyNet forces. Some doors can be blown open with grenades, but watch your back as you concentrate on the demolition.

The machine gun is an excellent weapon, with impressive range and speed.

Use these secured blocks to leap up to the next level.



Don't worry about conserving your bullets — you'll get as many rounds as you want.



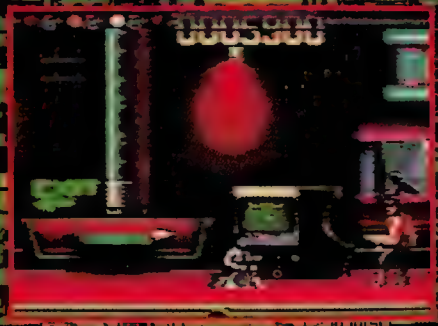
At the base's core, you must set a powerful time bomb. Touch the bomb to activate it, then get above ground as quickly as possible.

The screen turns red when the bomb is activated. Get to safety before the timer on the bomb runs out.

The next stage takes you to present-day Los Angeles, where Kyle must find Sarah before the Terminator does. These cops can take more damage than the average citizen, so don't underestimate them.

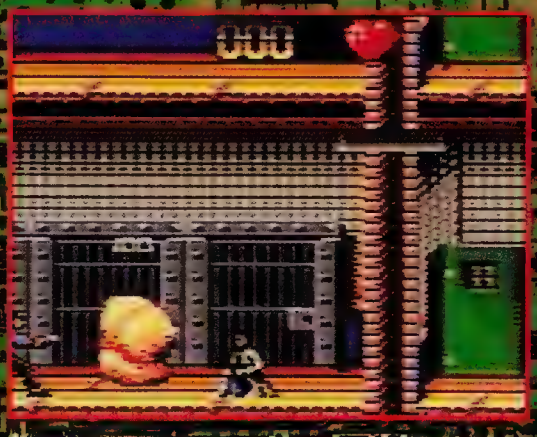
Watch out for vengeful cops before you leap to the next building.

Prepare to meet the Terminator for the first time.

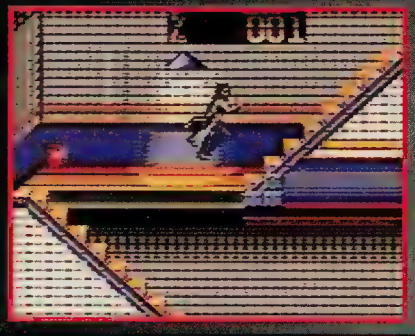


Your objective is to force the Terminator back far enough to escape his clutches. Stay low when he shoots, and advance towards him in between shots.

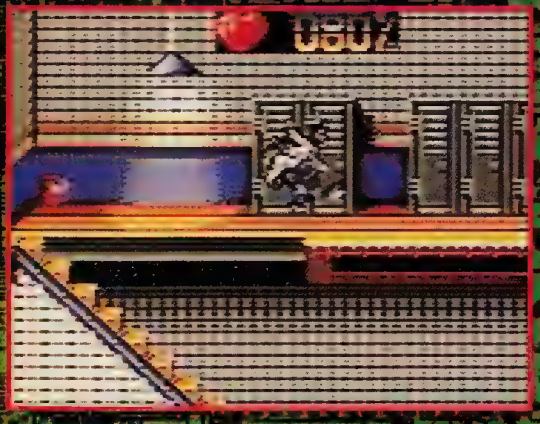
Kyle and Sarah take a moment to collect their thoughts and weigh their options.



Keep your gun active in this stage — the enemies' attacks are relentless.

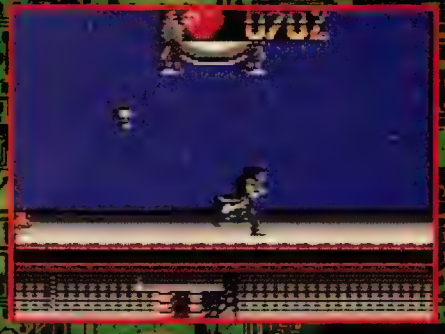


You may notice that a section of the floor is missing between each staircase. This can be overcome by a simple jump from one set of stairs to the next.

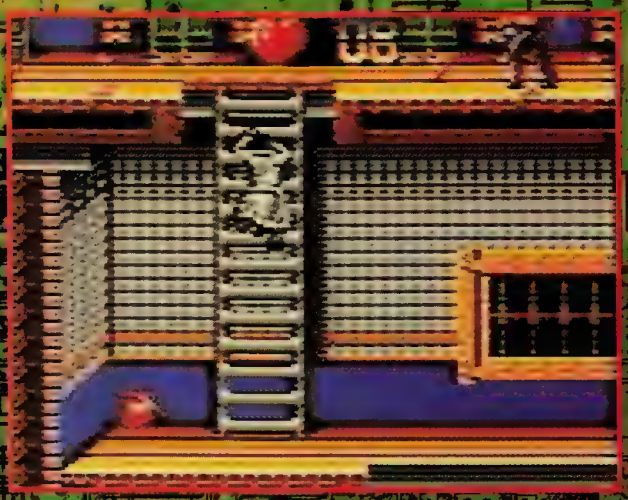


As soon as you get out on the roof, start jumping as high as you can. This will trick the approaching helicopter into hovering high above your head — rather than right on top of you!

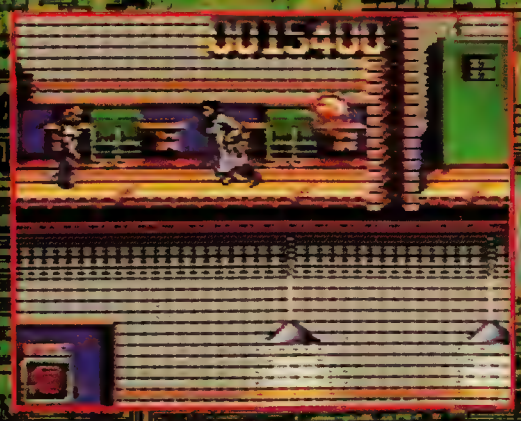
Use the same strategy to jump to the solid floor.



With the helicopter this high overhead, you'll have a much better chance to dodge the bombs it drops.

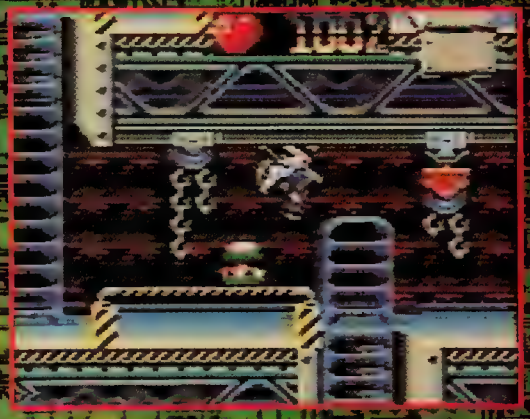


That's right, those are the Terminator's feet directly above. Wait until he walks far to the right, then climb the ladder and scurry to the left.



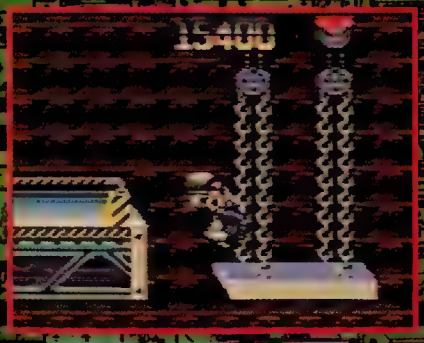
If you can outrun the Terminator's bullets, you'll find Sarah Connor waiting patiently for your assistance.

Prepare for your final confrontation with the Terminator.



Those flying discs move about freely within the factory, and are capable of inflicting serious damage.

The crouching position comes in handy once again in avoiding the flying discs.

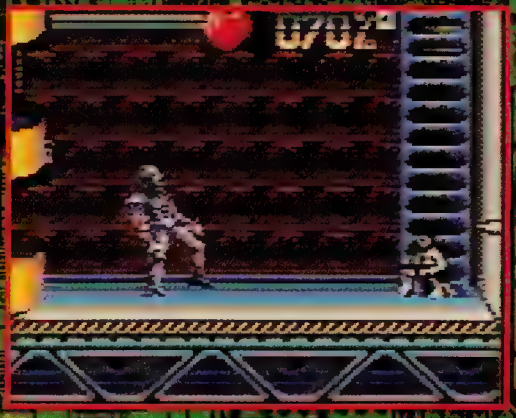


Be careful when you make a long jump inside the factory. A disc can come from nowhere and nail you while you're in mid-air.

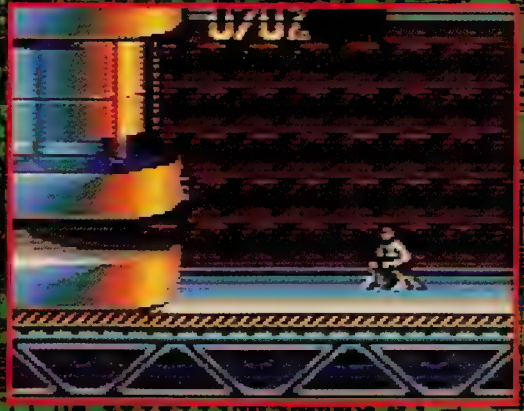
Make sure you stay on top of these hanging platforms, or you'll have to backtrack through dangerous territory.

This platform can't be seen when you first jump. You'll need a good memory of its position to make this jump successfully.

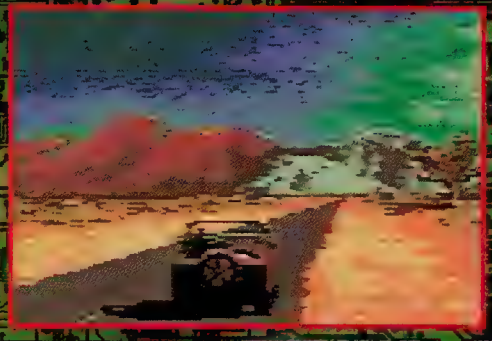
You'll have to time your move perfectly to get down into this room without being pierced by the Terminator's heavy artillery.



If you're fast enough, you'll force him into this heavy-duty press, and it'll be all over for the Terminator.



When you do make it down into the room, duck and start shooting immediately.



As you drive off into the sunset, you can rest easy knowing the future is safe again.

The Terminator

GP

CHASE H.Q.

Genesis/Gear Taito

The New York City Police Department has had enough of the drug dealers, murderers, and petty criminals. So they've established a special task force, Chase, to help rid the Big Apple of these scum buckets. Equipped with a supercharged Chase 928S4, former Formula One driver and now Police Detective Tony Gibson handles all high-speed car chase operations. With his partner Raymond Brody, Tony must listen for the dispatcher to tell them the location of the criminal — then the chase begins. When the Chase team nears the thug, they turn on the

As Tony Gibson, it's your job to apprehend escaping criminals. So step into your specially armored and supercharged 928S4, and put the pedal to the metal.

flashing lights. But do you think the bad guy will just pull over? No! So you've got to ram your car into his until the criminal's car is disabled. Then you make your arrest, and wait for the next assignment.

Right out of the arcades and into the palm of your hand comes *Chase H.Q.*. The

Usually there's a straightaway before the tunnels — the perfect time to engage a little turbo action.

game is pretty straightforward — there's not much more to it than racing toward the criminal, then smashing into him. You can buy upgrades to enhance the performance of your car before each mission, but little else happens to break the chase-and-bump repetition. The action

When your sirens and lights come on, you know the criminal is close at hand.

does become intense at times as you try to avoid innocent motorists while finding the bad guy in the time allotted. But all in all, the game's not that difficult.

The graphics are fine, although there's really not much to look at

Not only do you have to avoid citizens' cars but you also have to avoid obstacles such as roadblocks.

Try to keep the course map in mind as you pursue the felon. And watch for arrows to tell you which fork in the road will get you to the bad guy the quickest.

No criminal can escape from the Chase task force! haul him in and book him.

because of the repetitive nature of the game. Once you've played a few levels, you've seen about all there is to see — and, unfortunately, done about all there is to do.

— *Jonathan Gagnon*

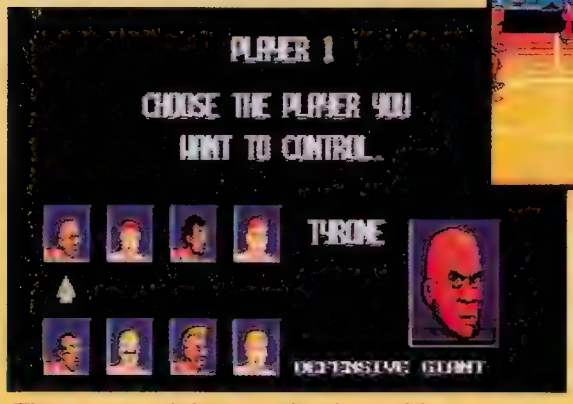
Taito, 360 Holbrook Drive, Wheeling IL 60090

ARCH RIVALS

Genesis/Flying Edge

POW! A left hook! THUD! A diving tackle! SWISH! A three-pointer! Wait a minute — *a three pointer?!?* That's right, *Arch Rivals* brings you a rough mix of street fighting and high-school basketball. You'll duke it out on every possession, under the watchful eye of a blind referee. If a player from the other team makes a fast break, knock him down. If he steals the ball, punch him out and take it back. It's no-holds-barred basketbrawl action at its dirtiest.

Your team consists of two players. You control one, and the computer controls the other. Although you can switch control back and forth between players, your teammate will follow your lead. For instance, you can tell him when to pass and when to put it up. You'll chose your team from eight different roundball delinquents, each of whom bring their own style of play to the court.



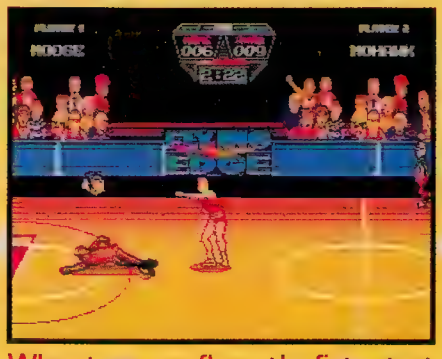
There are eight rough n' tumble players to choose from. Each one plays a little differently.

Unfortunately, *Arch Rivals* has a few big drawbacks. The graphics and sound — which do compare well to the old coin-op original — aren't quite up to today's 16-bit standards. And the controls are much more difficult than they need to be. For instance, to punch you must hold down the B button, then release it to throw the punch. Why can't you just tap the button, as in any other game?

But the biggest problem is that *Arch Rivals* doesn't really work as either a basketball game or a fighting game — it's kind of a poor version of each, crammed into one cartidge. And since neither aspect of the game really stands out, the cart as a whole falls a bit short of average.

— Chris Slate

Since three-point shots are easy after a little practice, take them over and over every time you charge down the court. If your partner's got the ball, wait for him to reach the three-point line and then tell him to shoot.



When tempers flare, the fists start flyin'.

You can catch up to someone quickly by diving after them. Sometimes that's the only way to stop an easy breakaway basket.

Flying Edge, 71 Audrey Avenue, Oyster Bay, NY 11771

JENNIFER CAPRIATI TENNIS

Genesis/Renovation

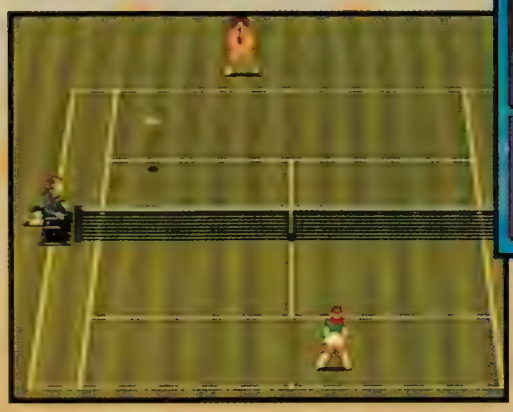
We've received plenty of mail here at Game Players asking when there will be a tennis game for Genesis. There are several in the works now, but it looks like the first Genesis tennis sim is going to be *Jennifer Capriati Tennis* from Renovation. And as the first, it sets a pretty high standard that the others will have to live up to.

From training and character generation to tournament play complete with passwords, *Capriati Tennis* is about as feature-packed as a tennis sim can be. Whether you choose to play as Jennifer herself, or to create your own player and fight your way up from the bottom of the rankings, you'll have a lot of work ahead of you. The game's practice mode really helps, because you can sharpen just about any aspect of your game with its help.

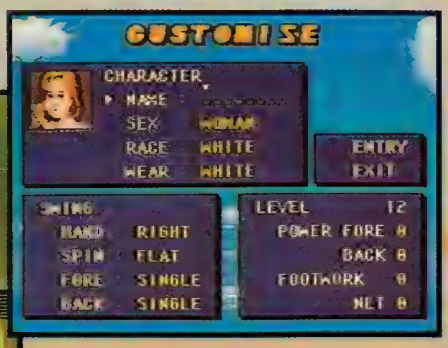
Actual game play is straight-forward and well designed. Depending on which button you press and whether you're serving, volleying, or playing from the base line, you can return your opponent's shots with lobs, drives, slices, etc. And by experimenting with the directional pad, you can put the ball anywhere you choose.

Capriati Tennis is a good game, and a pleasant change of pace from Renovation's usual direct translations of Japanese titles. Although this was originally a Japanese game, tennis bridges the cultural gap with more ease than, say, *El Viento*. Keep up the good work, Reno!

— Matthew A. Firme

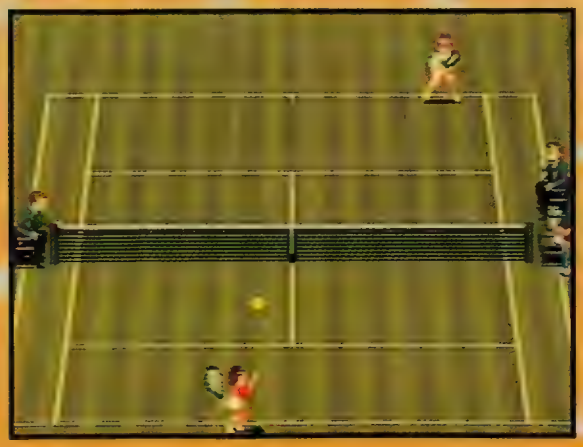


With a little practice, you'll be able to place your returns in just the right spot for the winner.



For a real challenge, try creating your own player and battling up from the bottom of the rankings!

The rankings change after each event in the tournament mode, reflecting the results of that round.



Practice that serve! You won't stand a chance in the tournament mode if you make mistakes.

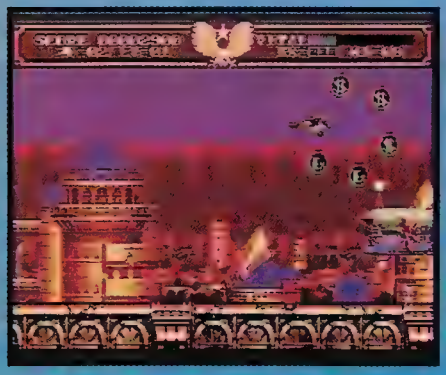
Renovation, 987 University Avenue, Suite 10, Los Gatos CA 95030

STEEL EMPIRE

Genesis/Flying Edge

In a future where enormous aircraft rule the unfriendly skies, there's one evil force that has evolved above all others. The dastardly Motorhead Empire has conquered and enslaved nearly the entire planet. Only one group is strong enough to challenge Motorhead's authority. The Republic of Silverhead, equipped with two ships — the Striker Airplane and the Zep-01 Flyingship — will have to chip away at the enemy's stronghold bit by bit.

To aid in your battle against Motorhead, you're equipped with a limited supply of the newly developed lightning bombs, capable of sending a shockwave of death throughout the sky.

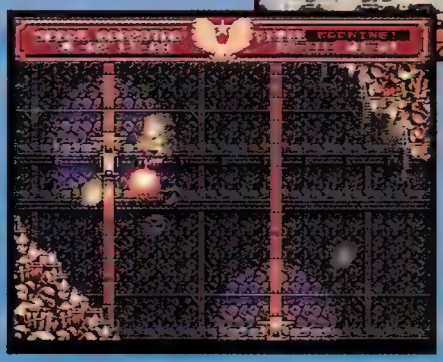


Collect these icons to increase your fire power.

Steel Empire breaks no new ground in the shooter arena. The settings *are* fairly unique, most of the action taking place just above a city rather than the usual deep space background. But for the most part, the graphics are rather bland and lifeless.

There are no surprises in the

Witness the devastating effect of the lightning bomb.

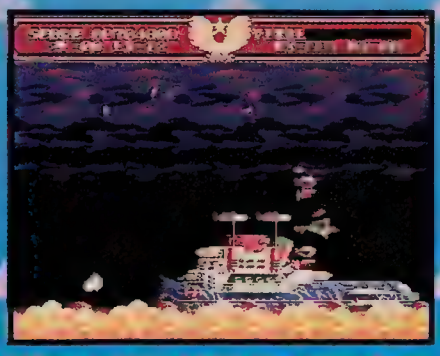


Watch out for sudden rock slides and hidden enemies.

action department, either. In fact, this game is particularly guilty of holding up the action by throwing in several large, bulky ships that take too much time to eliminate. They're not particularly dangerous, just well-armored.

Steel Empire probably won't impress the experienced gamer, and will most appeal to die-hard shooter fans.

— Patrick Baggatta



When a ship of this size rises from the clouds, be prepared for a long, tedious battle.

Flying Edge, 71 Audrey Avenue, Oyster Bay NY 11771

SUPER HIGH-IMPACT FOOTBALL

Genesis/Flying Edge

A QB sack!

Get ready for the rough and tumble world of professional football! Well, almost. Based on the popular arcade hit of the same name, *Super High-Impact Football* delivers all the bone-crushing action of the original — and you don't have to feed it quarters.

Super High-Impact is really more of a violent football parody than a realistic sim. No matter how many times you jump offsides, or how many cheap shots you take after the whistle, a penalty is never called. If you've got a problem with that, stick with *Montana* or *Madden*. But if you long to blow through the offensive line and knock a QB into the next century, this game is for you.

Your objectives are to score, to stop the opposing team — and, of course, to maim anyone who stands in your way. Again, a penalty is never called, so once you hit the field it's a free-for-all.

You have four downs, just like in "real" football, and scoring is the same. Aside from that, this game plays like a combination of arena football and professional wrestling. Realism is not one of its strongest points.

And because it's not intended to be realistic, *Super High-Impact* can't be considered a truly great football game. The plays, especially running plays, are very limited, and you're practically forced to put the ball in the air most of the time. And then, finding a receiver is a bit of a crap shoot.

Hit the A button for a burst of speed to outrun the defense.

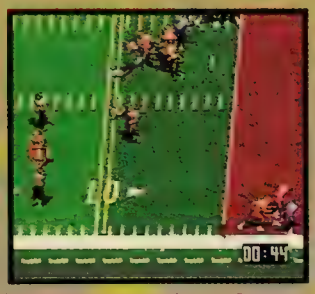
The Hit-O-Meter will let you know how much damage you've inflicted.

There's not much variety to the playbook — plenty of passing plays, but few runs.

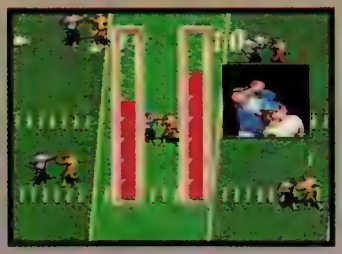
But on its own terms, *Super High-Impact* is a very good game. It never suffers from any flicker or slowdown, and the graphics, sound, and animation are *very* impressive. Best of all, *Super High Impact* is as much fun to watch as it is to play.

— Vince Matthews

Choose your teams from three exciting leagues.



Try setting up a running play can by lateraling the ball.



FIGHT! You can run, but you can't hide. Wail on the buttons to knock out the competition.

Flying Edge, 71 Audrey Avenue, Oyster Bay NY 11771

OLYMPIC GOLD: BARCELONA '92

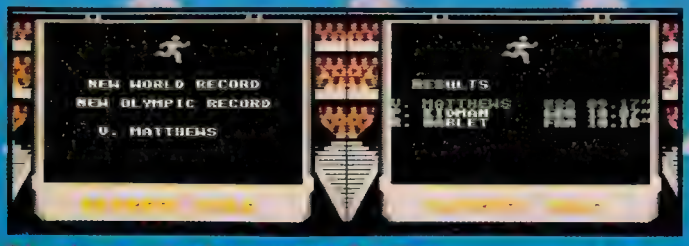
Game Gear/U.S. Gold

Ever dream of winning a gold medal for the United States at the Summer Olympic Games? Well, stop daydreaming and do something about it! With *Olympic Gold: Barcelona '92*, you can experience the excitement of training for and winning a gold medal, without leaving home.

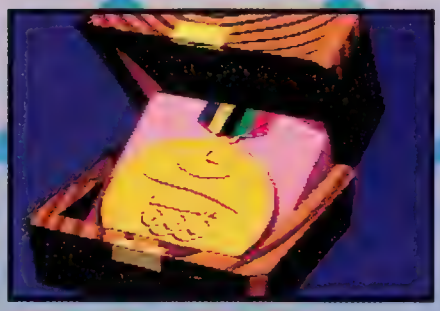
Offering everything found in the Genesis version, *Barcelona '92* for several events. You'll spend a considerable amount of time training, but so did Carl Lewis. Rome wasn't built in a day — or Barcelona for that matter.

One of the problems that plagued the Genesis version were poor lane assignments. Now your runner is in the outside lane, instead of sandwiched between competitors.

Game Gear is full of lush detail, superb graphics, and outstanding programming. Even quirks that troubled the Genesis version have been ironed out for added game play. Possibly the game's finest feature is its practice mode, where you're "coached" by the computer through

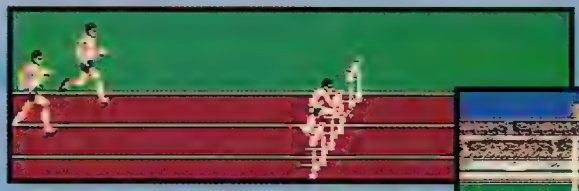


It's always nice to win one for the good of U.S. of A.

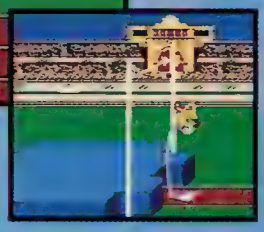


Yet another gold medal.

Here's a comparison of the graphics — Genesis on the left, Game Gear on the right.



The events are identical to the Genesis version, but most of the problem spots have been fixed. In the hurdles, you can see your hurdle more clearly because of improved lane assignments.



Practice makes perfect! Here, your vaulting coach puts you through the paces.

The events are identical to the Genesis version, but most of the problem spots have been fixed. In the hurdles, you can see your hurdle more clearly because of improved lane assignments.

This game is NOT just a button-mashing-fest like so many other track-and-field titles before it. It offers everything a good Olympic title should, including international teams, foreign languages, and even national anthems. And the graphics on the tiny Game Gear screen are very clear.

The game includes the same seven events offered in the Genesis version, and up to four people can play. What can you say about a portable game that does everything its 16-bit cousin did, but better? How about "Wow!"

— *Vince Matthews*

U.S. Gold, 631 Howard St., San Francisco, CA 94105

WHEEL OF FORTUNE

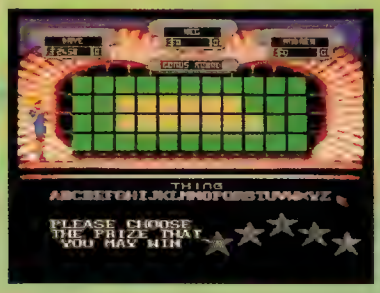
Genesis/GameTek

The TV game show that made Vanna White a household name is now available for Genesis. Gametek's *Wheel of Fortune* is a faithful rendering of the show, complete with theme music, multiple contestants of varying skills, a big game board with squares hiding a phrase or name, and a short-skirted Vanna White turning the letters. Very simply, if you're a fan of the show, you'll like the game.

Your opponents always applaud if your spin wins you any money. As in the TV show, the wheel can make you rich or bankrupt.

A big seller in the Nintendo format, *Wheel of Fortune* is not particularly stunning as a video game — sound, graphics, and animation are all passable, but they won't win any awards. Not that this matters much — if you buy the cart to play Wheel of Fortune, that's precisely what you'll do. With this in mind, the Genesis version does the job well.

Vanna adds a W to the board — all you need to do now is buy a vowel ("U") or go to Solve.



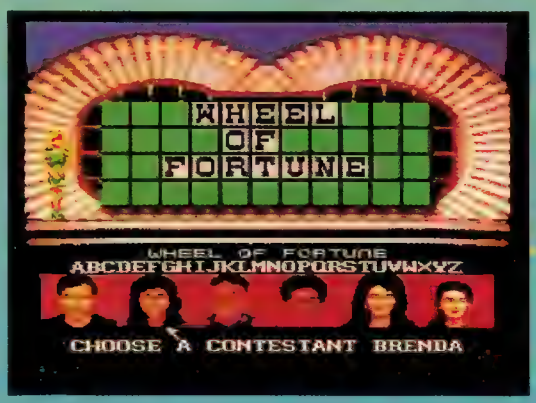
If you're the big cash winner, you get to play the bonus round for extra prizes.

You can select up to three players, each one designated by you as a human or a computer opponent. You also choose your physical representation from a group of contestants that includes a mix of gender and race. Computer opponents are either Easy or Hard — you make the call at the start of each game.

It's tough to say how this game might be rated if there were no TV show. Likely, it might have a tough time making an average grade in the Genesis universe. But *Wheel of Fortune* is such a huge franchise that it's impossible for almost anyone to divorce the game mentally from the TV show.

Unlike most games, with *Wheel of Fortune*, you know exactly what you're getting *before* you buy.

— Lance Elko



Before starting play, you select one of these six contestants to represent you.

GameTek, 2999 NE 191 Street, N. Miami Beach FL 33180

SMASH TV

Genesis/Flying Edge

Smash TV is video gaming at its purest: shoot everything that moves, grab as many points as you can, survive as long as possible. The arcade version was a big hit—it would gladly eat your quarters just as fast as you could get them out of your pocket.

Sadly though, this Genesis translation isn't quite up to snuff. For a start, the graphics are a little dull. Granted, the Genesis can't put as many colors onscreen as an arcade machine. But the game could certainly look better than this.

"Total carnage! I love it!" It can be tough to make out what's going on, though. The graphics aren't as good as they could be.

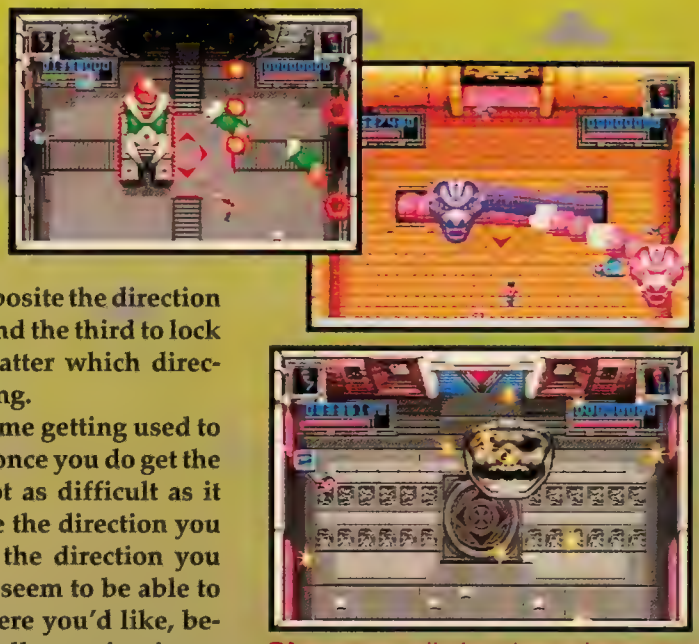
Second, and more importantly, the game controls are surprisingly awkward. The arcade version was controlled with dual joysticks, allowing you to shoot and move in completely different directions. The Genesis version uses one button to shoot in the direction you're moving, another to shoot opposite the direction you're moving, and the third to lock your shots no matter which direction you're moving.

This takes some getting used to—and to be fair, once you do get the hang of it it's not as difficult as it sounds. But since the direction you fire depends on the direction you move, you never seem to be able to shoot exactly where you'd like, because you're usually moving in erratic patterns to avoid the dozens of enemies that crowd the screen.

Still, if you're looking for fast-paced action and don't mind a high level of difficulty (and frustration) *Smash TV* is worth a look.

—Jeff Lundrigan

"Big money! Big Prizes!" Watch out for mines hidden under all those fabulous prizes. They're small and hard to see in the Genesis version.



Of course, all the tiny robots are nothing compared to the game's big bosses: Mutoid Man, Scarface, the Cobras, and of course, the mysterious, seldom-seen, Super Game Show Host.

Flying Edge, 71 Audrey Avenue, Oyster Bay NY 11771

MUHAMMAD ALI HEAVYWEIGHT BOXING

Genesis/Virgin Games

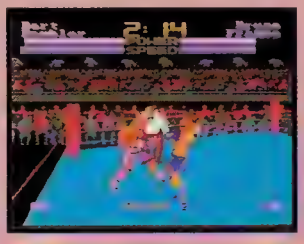
This new cart from Virgin was developed by Park Place Productions, the same people who brought us *John Madden Football '92* and *NHL Hockey*. *Muhammad Ali Heavyweight Boxing* isn't quite as addictive as those two titles, but it's still one of the best boxing games available.

Muhammad Ali features "The Greatest" himself and nine other fighters, some of whom are take-offs on real-life champs and contenders. "Bart Rambler," with his chrome dome and spaghetti diet, will remind you of George Foreman. "Bruno Franko" sounds a lot like Frank Bruno, and "Mac Robinson" has a look and style similar to Larry Holmes.

Muhammad Ali offers two methods of control — arcade and simulation. In arcade mode, you use only the A and C buttons to throw punches, giving you the opportunity to concentrate on your boxing style rather than mechanics. But you'll soon be ready for simulation mode, where you use the directional pad and action buttons simultaneously to unleash some deadly combinations.

If you're playing in simulation mode, you can make Ali perform his classic showboating moves.

Start out with a few exhibition bouts against a human or computer-controlled opponent, then enter the tourney, where you compete against all the computerized opponents. Your first match is against 10th-ranked Bruno Franko, but even he's no pushover. Ali's waiting for you at the top of the heavyweight ladder, and defeating him takes a lot of strategy and patience — rush in throwing wild punches, and you'll see your boxer lying on the floor before you can say "technical knockout."



Muhammad Ali is full of realistic touches. Land a jab, for example, and your opponent's head snaps painfully backward.

The graphics in *Muhammad Ali* are very good for the most part, although it would be nice if the boxers were a little larger. About the only real gripe we had is that you can't create your own fighter. Sure, it's fun fighting as one of the heavyweights, but it would be even better if you could design your own character, like in *Evander Holyfield's Real Deal Boxing*. Other than that, *Muhammad Ali* delivers all the realism you could want in a boxing game.

— *Stephen Poole*

At the end of each round, a close-up view of your opponent reveals how much damage you've done.

The introduction to *Muhammad Ali* features digitized photos of "The Greatest" in his prime.

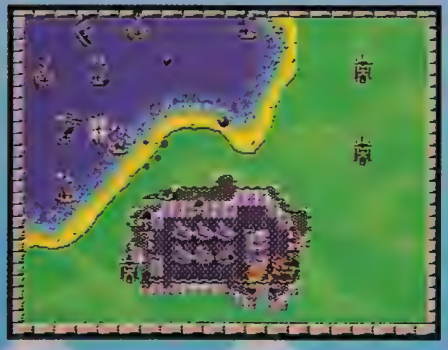
Virgin Games, 18061 Fitch Avenue, Irvine CA 92714

RAMPART

Genesis/Tengen

This new game from Tengen is perfect for players who like their arcade games seasoned with a healthy dose of strategy. *Rampart* is based on a simple premise — you're given a castle to defend against a fleet of warships, or a neighboring castle. Once you start playing, however, you'll agree there's a lot more here than first meets the eye.

Game play proceeds in a sequence of turns. First you choose the site of your castle, then you're given cannons to place inside the walls of your stronghold. In the battle sequence, you target the enemy with a movable crosshair and pound him with artillery fire (he's doing the same thing to you, of course.)



In the one-player game, the computer controls a heavily armed and highly maneuverable naval armada.

After the battle turn, it's time to repair any damage to your castle. If you have time left over after making repairs, you can try to expand your walls to include another castle — giving you more cannons to place for the next battle.

In the one-player mode, the computer controls a fleet made up of gunships that blast away at your fortress, troop ships that release invading armies, and flagships that fire cannonballs which leave craters on which you can't place rebuild or place cannons.

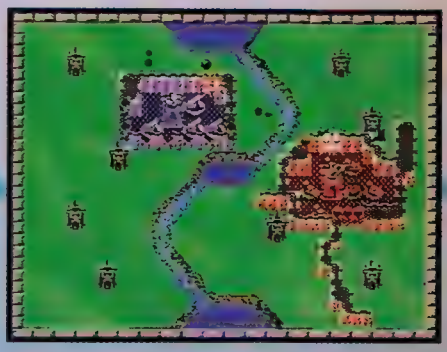
Both players have castles in the two-player mode. Deciding where to place artillery is very important: if your opponent destroys a cannon, you can't put another one in its place. When blasting the enemy, it's best to avoid taking out two adjoining wall segments. Concentrate instead on making as many *little* holes in his walls as possible — he'll have to use more pieces to repair the damage.

The rebuilding sequence in both modes will remind you of *Tetris*. You're given variously shaped wall segments to make repairs, and you rotate the pieces to make them fit the gaps. If you don't fill all the holes in your walls, you have to start all over with a single puny castle.

There are a lot of games for the Genesis with better graphics and sound effects, but *Rampart*'s masterful blend of action and strategy makes it the kind of game you can enjoy over and over again, especially in two-player mode.

—*Stephen Poole*

The rebuilding sequence is a lot like *Tetris*. Use the directional pad to move the wall segments around the screen and the action buttons to rotate the pieces to make them fit the gaps.



A river divides you and your human opponent's castle in the two-player mode. Space out your shots — it's harder to fill a lot of little holes than to plug up several large breaches.

Tengen, 675 Sycamore Drive, Milpitas CA 95746

GENESIS PRODUCT GUIDE

With so many Genesis games and new accessories either on the shelves or in the news, it's becoming a bit difficult to keep them all straight. Who makes what, and how can you learn more? To help you get the facts, here's a list of companies manufacturing products for the Genesis system.

A.L.S. INDUSTRIES
P.O. Box 6513
1942 W. Artesia Blvd.
Torrance, CA 90504

Video Entertainment Center

ARENA ENTERTAINMENT
71 Audrey Avenue
Oyster Bay NY 11771

*Alien 3**
Back to the Future 3
Battlemaster
*Predator 2**
Speedball 2

Alien 3 (GG)*

ABSOLUTE ENTERTAINMENT
251 Rock Road
Glen Rock, NH 07452

*Super Battletank: War in the Gulf**
*Amazing Tennis**

R.C. Grand Prix (GG)*

ASCII ENTERTAINMENT
366-A Lakeside Dr.
Foster City, CA 94404

Power Clutch SG
Game Gear Carrying Case

BALLISTIC (BY ACCOLADE)
5300 Stevens Creek Blvd.,
San Jose, CA 95129

Hardball!
Ishido: The Way of Stones
Onslaught
Star Control
Turrican

BEESHU
930 Carter Rd.
Winter Garden, FL 34787

Gizmo Control Stick
Striker Control Pad
Zoomer

BIGNET USA
388 Market St.
Suite 350
San Francisco, CA 94111

Heavy Nova
Junction
Raiden Trad
Warrior of Rome
Warrior of Rome II

Black Hole Assault(Sega CD)*
The Third World War(Sega CD)*

Junction (GG)

CHAMPION GLOVE MFG.
2200 E. Ovid
Des Moines, IA 50313

Video Game Gloves

DATA EAST
1850 Little Orchard St.
San Jose, CA 95125

Atomic Runner
Side Pocket
Two Crude Dudes

DOMARK
Ferry House, 51-57
Lacy Road, Putney
London SW15 1PR

*James Bond 007: The Duel**
*Mig 29**

James Bond 007(GG)*
Prince of Persia(GG)*
Super Space Invaders(GG)*

DREAMWORKS
12851 E. 166th St.
Cerritos, CA 90701

Mystical Fighter
Wings of Wor

DYNASOUNDS ORGANIZER
1775 Old Hwy. 8
Suite 109
New Brighton, MN 55112

Video Game Organizer

ELECTRONIC ARTS
1450 Fashion Island Blvd.
San Mateo, CA 94404

Black Crypt
*Blood and Guts Football**
Buck Rogers
Bulls vs. Lakers
Desert Strike
F-22
The Immortal
James Pond
James Pond 2: Robocod
*James Pond 3: Splash Gordon**
John Madden Football
John Madden Football'92
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Lakers vs. Celtics
*LHX Attack Chopper**
*Lord of the Rings**
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*NHLPA Hockey**
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*Powermonger**
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Road Rash
Shadow of the Beast
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Spider-Man (GG)

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American Gladiators*
*Gadget Twins**
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Wheel of Fortune (GG)*

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Los Angeles, CA 90068

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Monkey Island(Sega CD)*
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Buffalo Grove, IL 60089

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Bimini Run

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Granada
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Vapor Trail
Ys 3

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Devilish
*Ex Mutants**
Insector-X
Kageki
*King Salmon**
Shadow Blasters
Star Odyssey

Devilish (GG)
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David's Robinson's Supreme Court
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Evander Holyfield's "Real Deal" Boxing
Fantasia
Flicky
Forgotten Worlds
Galaxy Force II
Ghostbusters
Ghouls n' Ghosts
Golden Axe
Golden Axe II
Herzog Zwei
James "Buster" Douglas Boxing
Jewel Master
Joe Montana Football
Joe Montana II Sports Talk Football
Kid Chameleon
Last Battle
Mario Lemieux Hockey
Mercs
Michael Jackson Moonwalker
Mickey Mouse and the Castle of Illusion
Midnight Resistance
MLBPA Sports Talk Baseball
Mystic Defender
Out Run
Pat Riley Basketball
Phantasy Star
Phantasy Star II
Phantasy Star III
Quack Shot Featuring Donald Duck
Rambo III
Revenge of Shinobi
Shadow Dancer
Shining in the Darkness
Sonic the Hedgehog
Space Harrier II
Spider-Man
Streets of Rage
Strider
Super Hang-On
Super Monaco GP
Super Volleyball
Sword of Vermilion
Thunder Force II
Toe Jam and Earl
Toki: Going Ape Spit

Tommy Lasorda Baseball
Truxton
Wonder Boy in Monster World
World Championship Soccer
Zoom

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Clutch Hitter
Columns
Dragon Crystal
G-LOC
Halley Wars
Joe Montana Football
The Lucky Dime Caper Starring Donald Duck
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Putt & Putter
Psychic World
Revenge of Drancon
Shinobi
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THE SOFTWARE TOOLWORKS

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Novato, CA 94949

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*Gods**
*Baseball**

SUNSOFT

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*Batman: Return of the Joker**
Lemmings
*Superman**

TAITO

360 Holbrook Dr.
Wheeling, IL 60090

Cadash
*Chase H.Q.**
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Growl
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Thunderforce 3

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RBI Baseball 3
RBI Baseball 4*
*Road Riot 4WD**
RoadBlasters
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Marble Madness (GG)*
Popils (GG)
Paperboy (GG)
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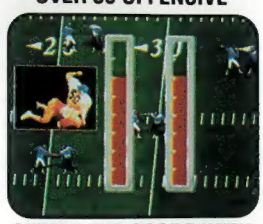

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